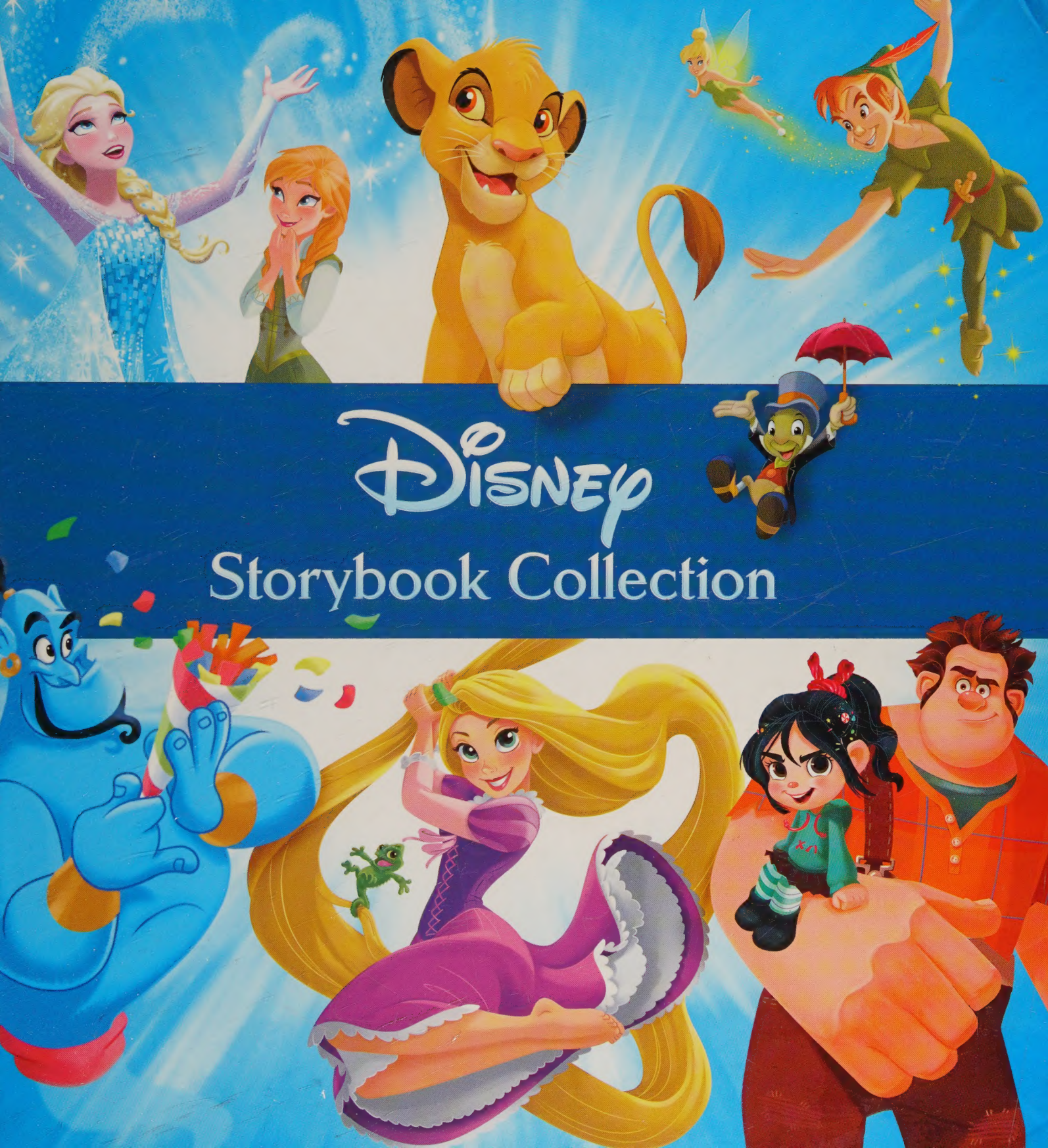

Disney
Storybook Collection



Disney Storybook Collection

Disney PRESS
Los Angeles • New York

Contents


The Lion King 1


Wreck-It Ralph 19


The Princess and the Frog 37


Cinderella 55


Frozen 73


Robin Hood 91


101 Dalmatians 107


Peter Pan 123


Mulan 139


Aladdin 157


BEAUTY AND THE BEAST 175


LADY AND THE TRAMP 191


PINOCCHIO 205


LILO & STITCH 221


SLEEPING BEAUTY 237


TANGLED 253


THE LITTLE MERMAID 271


SNOW WHITE 287



Collection copyright © 2015 Disney Enterprises, Inc.

"The Lion King" and "Wreck-It Ralph" were adapted by Sabrina Lopez.

"The Princess and the Frog" was adapted by Hannah Buchsbaum. The movie *The Princess and the Frog* Copyright © 2009 Disney, story inspired in part by the book *The Frog Princess* by E. D. Baker Copyright © 2002, published by Bloomsbury Publishing, Inc.

"Cinderella" was adapted by Satia Stevens.

"Frozen" was adapted by Calliope Glass.

"Robin Hood" was adapted by Cristina Garces.

"101 Dalmatians" was adapted by Nancy Lambert. *101 Dalmatians* is based on the book *The Hundred and One Dalmatians* by Dodie Smith, published by The Viking Press.

"Peter Pan" was adapted by Nancy Lambert.

"Mulan" and "Aladdin" were adapted by Annie Auerbach.

"Beauty and the Beast" was adapted by Tennant Redbank.

"Lady and the Tramp" was adapted by Kimberly Reyes.

"Pinocchio" and "Lilo & Stitch" were adapted by Cristina Garces.

"Sleeping Beauty" was adapted by Lara Bergen.

"Tangled" was adapted by Sabrina Lopez.

"The Little Mermaid" and "Snow White and the Seven Dwarfs" were adapted by Tennant Redbank.

Pixar characters and artwork Copyright © Disney and Pixar.

Unless otherwise noted, all illustrations by the Disney Storybook Art Team.

All rights reserved. Published by Disney Press, an imprint of Disney Book Group. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, without written permission from the publisher. For information address Disney Press, 1101 Flower Street, Glendale, California 91201.

Printed in the United States of America

Third Edition, May 2015

10 9 8 7 6 5 4 3 2 1

This book is set in 18-point TCCenturyNewStyle Light.

Library of Congress Control Number: 2014952878

G942-9090-6-15079

ISBN 978-1-4847-1348-8

Visit www.disneybooks.com

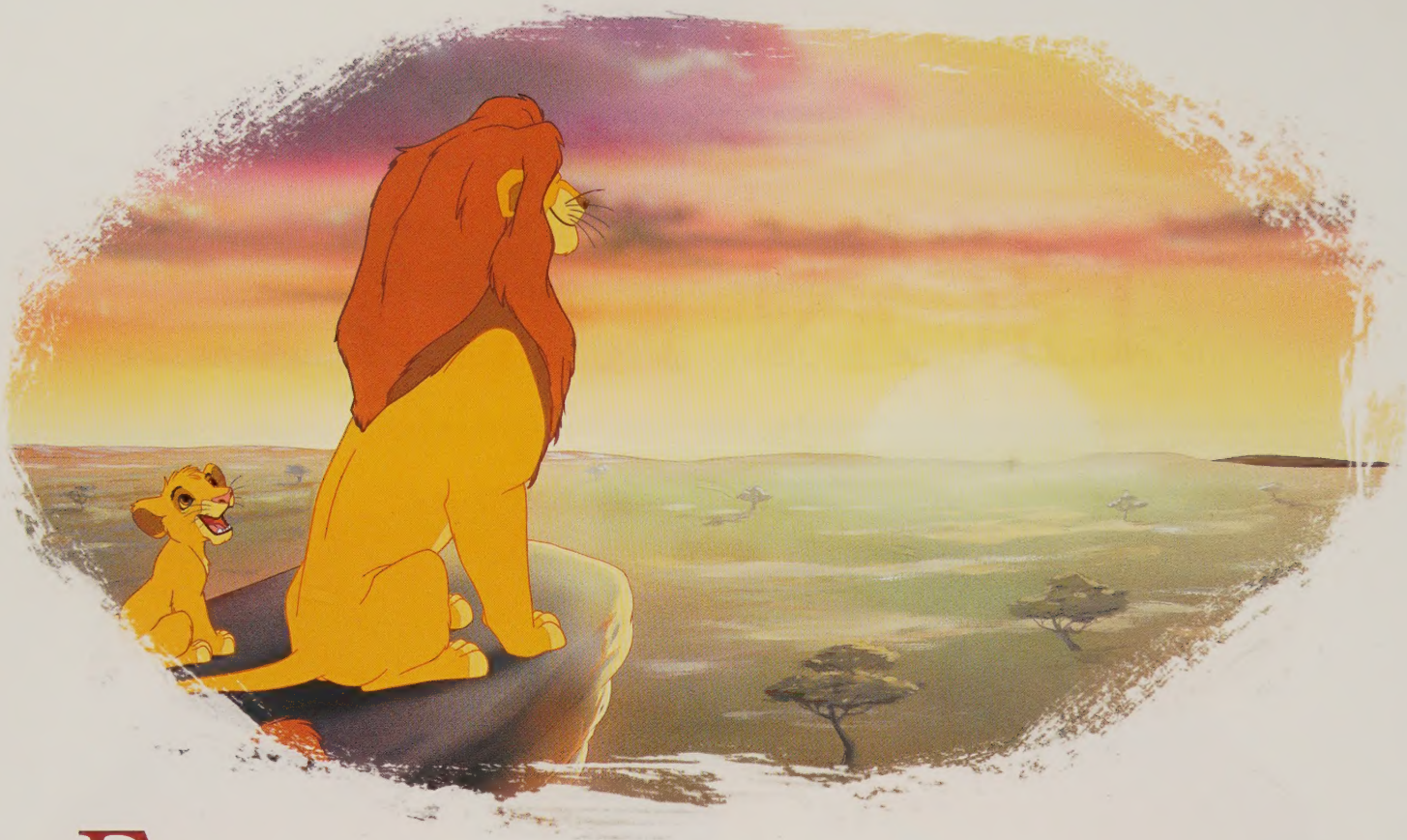


SUSTAINABLE FORESTRY INITIATIVE Certified Sourcing
www.sfiprogram.org
SFI-00993
This Label Applies to Text Stock Only

Disney

THE LION KING





Everything existed in delicate balance within the Circle of Life. In the Pride Lands, the great king Mufasa stood on Pride Rock, celebrating the birth of his son.

Days passed and Simba grew into a mischievous little lion cub. One day his father took him to the top of Pride Rock and explained to him the Circle of Life. Mufasa told his son that, one day, Simba would rule every place the light touched—but he could never go where the darkness touched, including the Elephant Graveyard.

Simba went to visit his uncle Scar and told him he would one day rule over the whole kingdom. But Scar wanted to be king. He made Simba curious about the Elephant Graveyard in the dark lands and tricked Simba into wanting to go there.

The next day, Simba went to his friend Nala and told her about his secret plan to visit the Elephant Graveyard. But they couldn't go on their adventure with Zazu, Mufasa's advisor and Simba's babysitter, following them. As they ventured into the savannah, Simba thought of a plan to get rid of Zazu.





Simba and Nala managed to escape from Zazu and ran into the Elephant Graveyard.

At first, the graveyard was a great adventure, but it quickly became a nightmare. Hyenas chased after them, yipping and biting. Nala and Simba ran in fear from one danger to the next, but just as all seemed lost, Mufasa let out a great *ROAR* and came to their rescue.

While Nala returned to the pride with Zazu, Mufasa called Simba to his side.

Mufasa told Simba that he was disappointed Simba had not listened to him. Mufasa also told Simba that he was scared to lose him, and that he would always bravely fight to protect him.



Mufasa instructed his son to look to the sky to see the kings of old. Each star was a different king, Mufasa told him, and they could help Simba. "Whenever you feel alone, just remember that those kings will always be there to guide you. And so will I." Little Simba admired his father, and he hoped one day he would be a great king like Mufasa.





The next morning, Scar lured Simba into the gorge. Suddenly, there was a stampede of frightened wildebeests. Simba was in danger! Scar alerted Mufasa, who ran to rescue his son. Little Simba clung to a tree branch. Mufasa yelled, "Hold on, Simba!"

Mufasa jumped into the stampede and grabbed Simba, bringing him to safety.



As Mufasa tried to escape from the stampede himself, he called to his brother, Scar, to help him climb to safety. Scar cruelly let Mufasa fall into the stampede.

Simba looked on in horror. As the herd cleared, he went to his father's side and called to him, but Mufasa wouldn't answer.

Simba looked to Scar for help. Scar lied, telling Simba that Mufasa's death was Simba's fault. "Run and never come back," Scar said. Hurt and confused, Simba ran away.



Without Mufasa or Simba, Scar and his hyenas took over Pride Rock.

After abandoning his life on Pride Rock, Simba wandered, lost in the desert, until he finally collapsed.

Simba awoke in a strange jungle. He looked up and saw a meerkat called Timon and a warthog named Pumbaa above him. Simba was afraid, but Pumbaa's kindness and Timon's laughter made him feel at home.

As they roamed through the forest, they showed him *hakuna matata*, a life without worries.

As he grew older, Simba learned to live just like Timon and Pumbaa, free from the worries of his past life.







One day, as Simba, Timon, and Pumbaa led their *hakuna matata* lifestyle, danger approached. A great lioness stalked Pumbaa, ready to pounce.

Pumbaa screeched and ran, but Simba came to his rescue. As Simba and the lioness fought, he realized that she was his childhood friend Nala.

As they reunited and shared their lives, they remembered their feelings for each other and knew it was true love.



Nala told Simba of the darkness that had come upon the Pride Lands with the loss of Mufasa and Simba.

Simba turned away in shame, and his heavy heart would not let him tell Nala the truth. Nala kept pleading for him to come back, but Simba ran away. Timon and Pumbaa looked on in worry. They thought they were losing a friend.

Simba was lost again. Rafiki, a wise baboon, came to him and asked him who he was. Simba no longer knew. Rafiki guided him to look upon the sky, where he saw his father's image. "Look inside yourself. You are more than what you have become. You must take your place in the Circle of Life."

Simba knew that to honor his father, he had to be the great king he was meant to be. He would return to his home in the Pride Lands.

Then Simba, Nala, Timon, and Pumbaa went back to the Pride Lands to overthrow Scar.



At Pride Rock, Simba confronted Scar. Scar sent his hyenas to attack Simba, and a great battle began. The lions of the pride, along with Timon, Pumbaa, Rafiki, and even Zazu, fought with all they had.

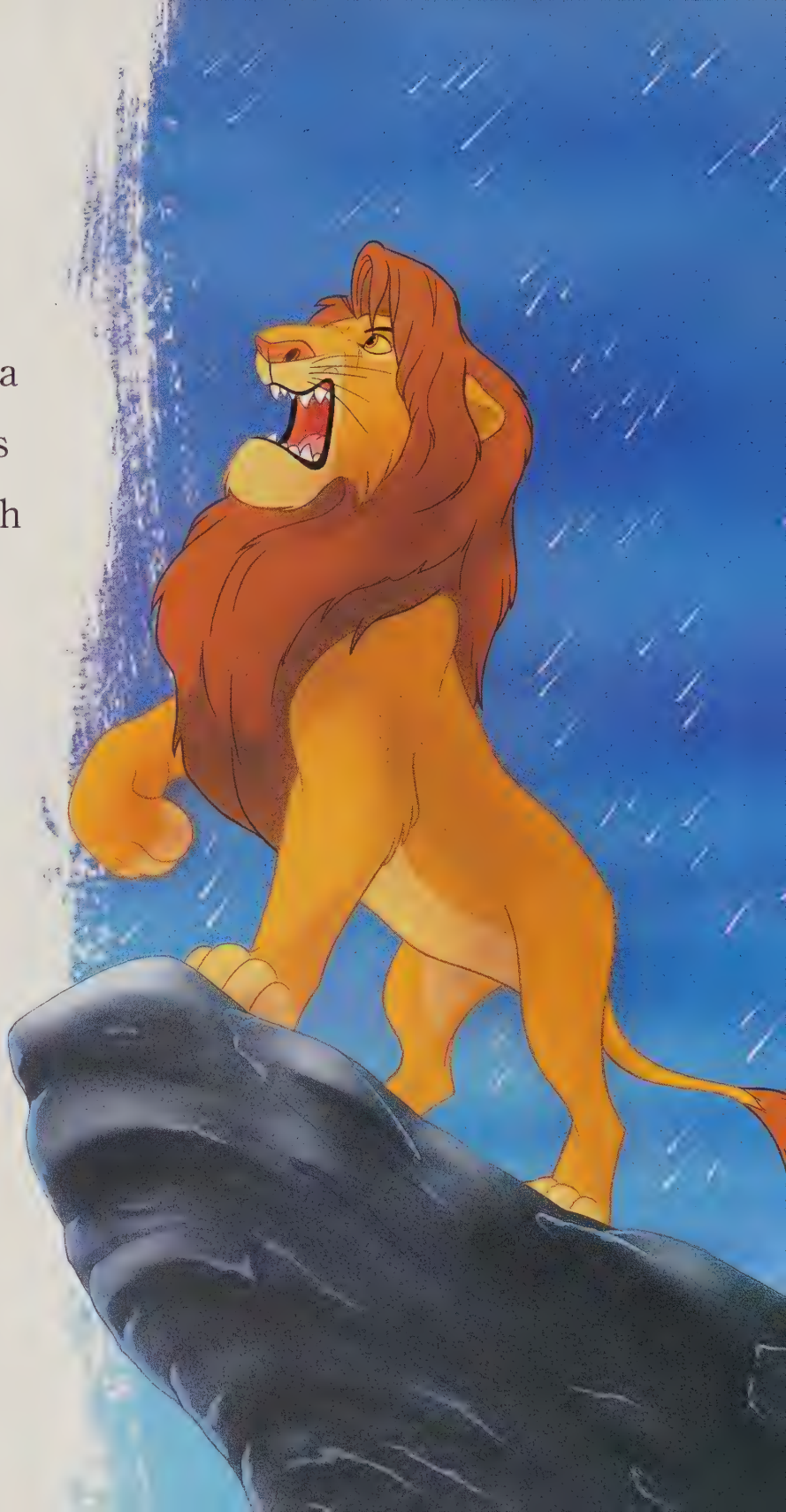
As hyenas and lions clashed, the battle seemed endless.



Simba and Scar battled on top of Pride Rock. Simba lunged in rage as memories of his father passed through his mind, and soon he was close to victory. Simba told Scar to run and never come back—as Scar had told Simba to do so long before.

Good had finally won.

Finally, Simba stood as king of the Pride Lands and let out a mighty roar.



Afterward, Simba and Nala found happiness together and soon the animals celebrated the birth of a new cub as a new circle of life began.




Disney
WRECK-IT RALPH

Every day, Ralph would come on-screen in the video game Fix-It Felix, Jr. as the Bad Guy and yell, "I'm gonna wreck it!" Then he'd destroy everything.

When he went to talk to Bad Guys from other games, he realized he didn't want to be a Bad Guy anymore. He knew Good Guys got medals at the end of their games. If only he could win a medal, then he could become a Good Guy.



Ralph returned home and saw the Nicelanders and Felix having fun without him. Ralph wanted to fit in, but everything he touched broke. No one wanted him around.

As the arcade opened, a young girl came to play Fix-It Felix, Jr., but something was wrong. The game started, but Ralph was missing. The Nicelanders thought he had gone to take over another arcade game, like the infamous Turbo had. Felix went to bring him back. They were friends, after all.

Ralph escaped into Game Central Station and snuck into Hero's Duty, where he could win a huge medal. And then he would be a Good Guy! Everything in this new game was big, dark, and high-definition! Sergeant Calhoun, the leader of the team, warned him about the huge, dangerous cy-bugs everywhere!





Ralph had to fight hard as he climbed up a tower to receive the medal. Finally, he saw the medal and knew his dream was about to come true. Ralph walked up to the podium and grabbed it. As the soldiers congratulated Ralph, Ralph tripped and fell, crushing some cy-bug eggs. This brought them to life! Ralph stumbled into the escape pod with one of the cy-bugs attached to his face.

The escape pod flew through Game Central Station and crashed into yet a third game, Sugar Rush. Ralph tumbled and rolled into a candy cane tree. He looked for his medal and found it hanging on the tree near a little girl named Vanellope von Schweetz.



Vanellope saw Ralph's medal and climbed up after it. She wanted it, too. Vanellope yelled, "Race you to it!" Ralph tried to catch up, but she was too fast. She swiped Ralph's medal as he fell into the candy lake.


Top
Secret



Back in Hero's Duty, Felix and Calhoun had teamed up. Felix still needed to bring Ralph home, and Calhoun wanted to find the missing cy-bug.

In Sugar Rush, a go-kart race was about to start.

The candy people looked on as the racers assembled, and King Candy, the ruler of Sugar Rush, announced that racers could now enter. Vanellope had been waiting for that moment; she brought over her kart and used the medal to pay her fee. Vanellope had always dreamed of becoming a racer, and the medal was her chance.

Candy-covered Ralph emerged from the stands, searching for Vanellope. Ralph charged through the racers, but King Candy's guards caught him.

While Vanellope darted away, King Candy questioned Ralph. Ralph knew he had to get his medal back. He managed to escape.





One of the main racers, Taffyta, and her lackeys chased after Vanellope and made fun of her for being unique. They called her a "glitch," a mistake in the game's programming. They broke her kart apart, but Ralph came to the rescue, scaring the bullies away.

Ralph and Vanellope finally spoke to each other and realized the medal was their chance to reach their dreams. Ralph agreed to help Vanellope. They broke into the local kart factory and made a unique new kart. Ralph thought it looked weird, but Vanellope was overjoyed with it. She and Ralph proudly signed it.

Soon King Candy's minions were after them! Vanellope and Ralph escaped from them and ran into Diet Cola Mountain, Vanellope's home.



Meanwhile, Felix and Calhoun made it to Sugar Rush. They searched for Ralph and the cy-bug.

Vanellope told Ralph she was a glitch, and Ralph knew he had to help Vanellope. They both wanted to be something more in their games. Vanellope wanted to give up; she'd never driven a real kart before. But Ralph wouldn't let her. He made her a racetrack. Even though Vanellope was scared, she kept trying. With Ralph by her side, she finally raced around the track like a true expert.



Vanellope was ready to compete. If she won the race, she would get a whole pot of coins, including Ralph's medal! She wanted to give Ralph his medal back, but first she ran home to get something.

While she was gone, King Candy found Ralph and tricked him into believing Vanellope would ruin the game if she raced. Ralph thought he had to stop Vanellope from racing to save her. King Candy gave Ralph the Medal of Heroes and left.

Vanellope came back with a homemade medal for Ralph. Ralph wanted to protect her from getting hurt, so he played the Bad Guy and wrecked the kart to save her.

But Vanellope saw he had the Medal of Heroes and cried, "You sold me out!" Ralph tried to explain that if the game was ever unplugged, she would be doomed, because she was a glitch.

Ralph returned to his home game with the medal. Nothing was the same. One of the Nicelanders told him the game was going off-line, and Ralph ended up alone.



As Ralph sat by himself, he saw Vanellope's image on the side of the Sugar Rush machine. He realized she was part of the game and not a glitch. Ralph returned to Sugar Rush and found out that King Candy had stolen Vanellope's computer code. If she ever crossed the finish line, she'd become an official racer again and King Candy would be gone. But Vanellope—and Felix—were now in King Candy's dungeon!

Meanwhile, Calhoun fell into a hidden cy-bug hive. An invasion was coming!

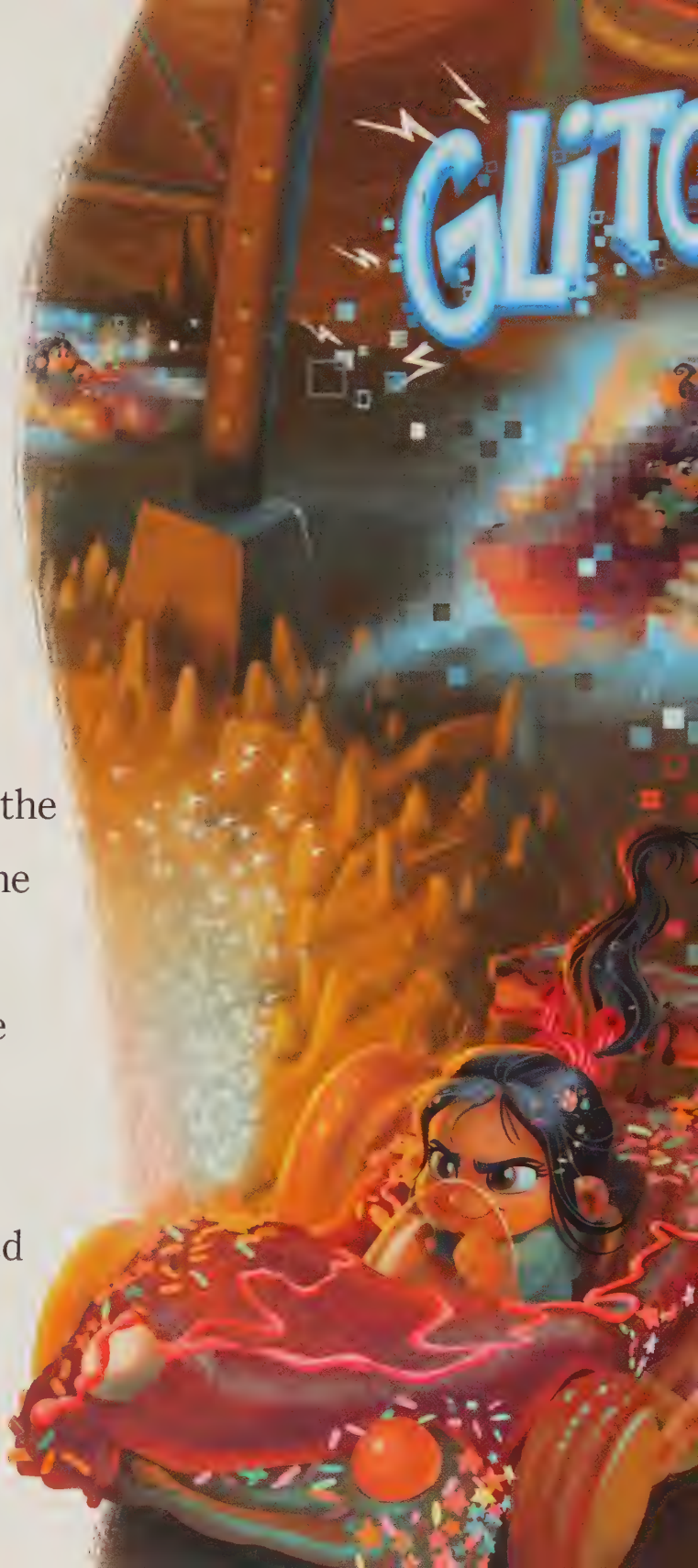


Ralph freed Felix from the dungeon so he could fix Vanellope's race kart. Then Ralph found Vanellope and apologized to her with her kart.

She forgave him and was happy to be friends again.

Quickly, Vanellope hurried to the track before the race was over. She glitched through turn after turn.

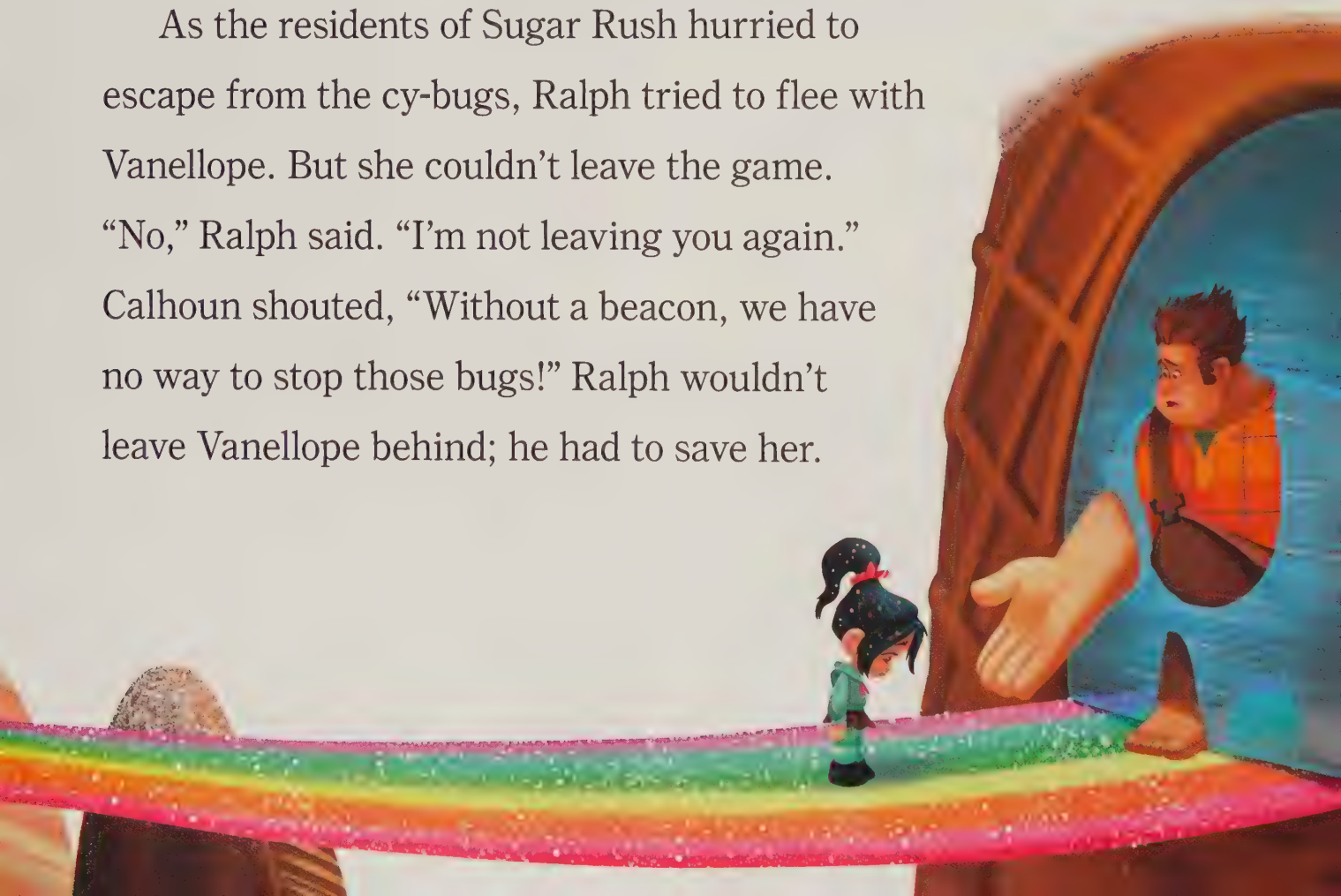
Her win was in sight when the cy-bugs broke through the track. While Vanellope and King Candy kept racing, the cy-bugs multiplied and exploded out of the track, stopping the race.



King Candy and Vanellope fought each other to get ahead. As they did, his secret was revealed. He was really Turbo, the game jumper!

Vanellope glitched away. As she approached the finish line, the ground exploded with the cy-bugs.

As the residents of Sugar Rush hurried to escape from the cy-bugs, Ralph tried to flee with Vanellope. But she couldn't leave the game. "No," Ralph said. "I'm not leaving you again." Calhoun shouted, "Without a beacon, we have no way to stop those bugs!" Ralph wouldn't leave Vanellope behind; he had to save her.



As Felix and Calhoun fought off cy-bugs, Ralph got an idea. He would create his own beacon! Ralph ran to Diet Cola Mountain, pounding at the candy in hopes of making a beacon to attract and trap the cy-bugs. Meanwhile, Turbo got swallowed by a cy-bug but it only turned Turbo into a powerful cy-bug! Turbo stopped and attacked Ralph. Turbo was too strong for Ralph.

Ralph looked down the mountain and sacrificed himself to save Vanellope, finally knowing the truth: "There's no one I'd rather be than me." Just in the knick of time, Vanellope glitched through the mountain wall and saved Ralph!



When the candies hit the cola, a glowing geyser spewed out of the top of the mountain. The cy-bugs flew toward the light of the beacon, and all the bugs were destroyed, including Turbo. Vanellope crossed the finish line and reset the game, becoming the queen and a racer, and restoring everything with her. But she liked being able to glitch. It was her racing superpower!

Ralph returned to his game and did not mind being the Bad Guy. He knew he didn't need a medal to be a Good Guy.



Disney

THE PRINCESS AND THE FROG



Ever since she was a little girl, Tiana loved to cook. Tiana and her friend Charlotte would talk about their wishes for the future. Tiana's mother was Charlotte's seamstress. While she sewed beautiful dresses for Charlotte, she read stories to the girls, too. One was about a prince who had been turned into a frog.

"There is no way in this whole wide world I would ever, ever, ever—I mean never—kiss a frog!" Tiana declared.

Charlotte said *she* would! Charlotte desperately wanted to marry a prince, become a princess, and live happily ever after.





But what Tiana wished for on the Evening Star was to open a restaurant with her father. He told her she must work hard to make her wish come true. "Never lose sight of what's really important," he said.

When Tiana got older, she remembered what her father had told her. She worked hard at both of her waitress jobs so she could make money and open that restaurant in an old sugar mill in town. Her father had passed away, but Tiana was determined to see their wish through.





One day, Charlotte shared some exciting news.

"Oh, Tia!" she cried. "Did you hear? Prince Naveen of Maldonia is coming to New Orleans, and Big Daddy invited him to our masquerade ball tonight!"

Big Daddy was Charlotte's father. He was also the king of Mardi Gras in New Orleans. Charlotte asked Tiana to make five hundred of her famous beignets for the ball. Tiana agreed and Charlotte paid her.

Tiana couldn't believe it—she finally had enough money to buy the old sugar mill! She met with the Fenner brothers, and they agreed to start the paperwork.

Meanwhile, Prince Naveen had arrived. He listened to some jazz music and danced. His valet, Lawrence, tried to tell him that they were going to be late for the ball. "At this point you have two choices: woo and marry a rich young lady . . . or get a job!" said Lawrence. Naveen was a prince, but his parents refused to give him any more money. He had come to New Orleans hoping to solve his problems.



Just then, the evil Dr. Facilier stepped out of the shadows and said, "I'd wager I'm in the company of visiting royalty!" Prince Naveen was flattered. He and Lawrence followed Dr. Facilier into his lair.

Dr. Facilier told the two men that he could give them what their hearts desired. Persuaded, Naveen and Lawrence shook Dr. Facilier's hand. As evil voodoo spirits swirled around the room, Dr. Facilier pricked Naveen's finger and conjured a magic necklace. The deal had been sealed.





At the masquerade ball that night, Charlotte couldn't wait to meet Prince Naveen. Little did she know that the prince who arrived was no prince at all—it was Lawrence disguised as Naveen! The magic necklace had transformed him. All along, Lawrence had wanted to become prince!

Tiana was handing out beignets when the Fenner brothers told her that they had sold the sugar mill to someone else for more money. Tiana was heartbroken. Just then, all her beignets fell onto her! Charlotte sent Tiana upstairs to get cleaned up.

Alone, Tiana went out onto the balcony and looked up at the Evening Star. Just then, a frog hopped over the ledge! "I suppose you want a kiss?" she said jokingly. When the frog spoke back and puckered its lips, Tiana screamed!





After Tiana calmed down, the frog explained to her that he was really Prince Naveen! He insisted that if Tiana kissed him, he would transform back into a prince. He promised her a reward. Tiana thought of her restaurant and knew what she had to do.

But the kiss didn't turn Naveen back into a prince. It turned Tiana into a frog! Tiana screamed again and both frogs fell out the window onto the dance floor. As people at the ball tried to catch them, Naveen and Tiana grabbed some balloon strings and floated into the sky, safe from the humans.



When Dr. Facilier learned that Naveen had escaped, he was very angry. They needed to keep Naveen trapped so that Lawrence could remain disguised as the prince and marry Charlotte. Then Dr. Facilier would get rid of Charlotte's father and take over New Orleans. They had to find Naveen as soon as possible.

Meanwhile, Naveen and Tiana had been carried by the balloons to a swamp. Soon a bunch of alligators swam up and tried to eat them! Tiana and Naveen scurried into a tree. They slept there that night.

The next morning, Tiana and Naveen were greeted by another alligator. But this one was friendly! His name was Louis. Tiana explained their situation, and Louis suggested they find Mama Odie. "She's got magic," he told the frogs.



Tiana and Naveen were so excited—they were going to become human again! As they swam along, night began to fall. Just then, a lightning bug named Ray showed up. He informed them that they were going the wrong way! He offered to take them to Mama Odie's. They stopped to rest for a bit and Tiana showed Naveen how to mince mushrooms for some swamp gumbo.

"When you live in a castle, everything is done for you," Naveen admitted. He tried some of Tiana's gumbo. It was delicious! "You truly have a gift," he told her.

Then they danced.





Finally, the group arrived at Mama Odie's. Tiana and Naveen told her what they wanted.

"You want to be human, but you're blind to what you need!" Mama Odie replied. But she agreed to help them. She stirred her pot of gumbo and an image appeared inside. It was Charlotte and her father dressed as royalty. Big Daddy was the *king* of Mardi Gras, which made Charlotte a *princess* for the night of Mardi Gras! Naveen needed to be kissed by a true princess. Tiana and Naveen realized that if Naveen kissed Charlotte before midnight, they would both be human again. They had to get back to town!





They hurried off and hitched a ride on a boat. By then, Naveen had realized something. He loved Tiana. He wanted to tell her, but he didn't know how. The two frogs sat on top of the boat. Tiana excitedly pointed out the sugar mill that she still hoped would be her restaurant. As long as Naveen kissed Charlotte, Tiana would get her reward.

But Naveen didn't want to kiss Charlotte. Realizing that he couldn't help Tiana, he hopped away. Suddenly, evil spirits sent by Dr. Facilier snatched Naveen.

When the boat docked, Tiana couldn't find Naveen. Ray told her that the prince was in love with her. Tiana was so happy. She felt the same way!

Just then, Tiana saw Charlotte in the Mardi Gras parade. Charlotte was with Naveen, and they were about to be married! Devastated, Tiana didn't realize that Lawrence was disguised as Naveen and that the real prince was still trapped!

But Ray managed to free Naveen and grab the necklace that Lawrence was wearing. Then Tiana smashed it to pieces. As soon as she did, the evil spirits took Dr. Facilier away! Tiana and Naveen told Charlotte the whole story. Suddenly, the clock struck midnight. It was too late. They would remain frogs forever.





But that was okay with Tiana and Naveen. They had found true love, and they decided to get married at the swamp. Mama Odie declared them husband and wife. As the frogs kissed, magic swirled around them. When they opened their eyes, they were human again! Once Tiana became Naveen's wife, she was a princess, and the spell was broken!



Later on, after much hard work, Tiana and Naveen opened the restaurant Tiana had always dreamed of. Finally, they both had everything they ever wanted and the one thing they truly needed—love.

Disney

Cinderella



One day, Gus, Jaq, and the other mice who lived in Lady Tremaine's château gathered around their friend Cinderella as she pulled her mother's old dress out of a trunk.

"Isn't it lovely?" Cinderella said. "Well, maybe it is a little old-fashioned," she added, "but I can fix that!"

Earlier that day, the mice had watched as an invitation to a royal ball arrived. Ever since Cinderella's father died, her stepmother, Lady Tremaine, had forced her to do all the housework. But her stepmother had promised that Cinderella could go to the ball if she finished her chores and found something presentable to wear. Her mother's old dress needed a few alterations, which wouldn't be difficult—if Cinderella could find the time to do them.







"Cinderellllaa!" her stepmother and stepsisters called. They were getting ready for the ball and wouldn't give Cinderella a moment's peace. Plus, she still had to do all of her chores.

"I guess my dress will just have to wait." She sighed sadly.

After she left the attic, Jaq said, "Know what? Cinderelly not go to the ball."

The other mice looked at him, startled. Cinderella's bird friends, who were perched on the attic windowsill, twittered anxiously.

"Work, work, work!" Jaq explained with disgust. "She'll never get her dress done."

Cinderella's animal friends decided to surprise her by fixing the dress. After all, she had been caring for them for years. Just that day, she had rescued poor Gus from a mousetrap. Then she had given him a new shirt and fed him. Every day she made sure her mouse and bird friends got enough to eat.

The mice and birds worked together to make Cinderella's dress the most beautiful at the ball. First they measured the gown's skirt. Jaq and Gus used scissors to cut a long swatch of pink fabric. Flying through the air, the birds draped the fabric across the back of the dress. More birds hoisted the mice into the air so they could sew the fabric into place.

Then the mice hefted sewing needles over their shoulders and stitched on pretty ruffles. The birds draped on shiny ribbons. As a finishing touch, Gus and Jaq found a sash and a string of beads that the stepsisters had thrown away.

The birds and mice completed the dress just as the carriages arrived to take Lady Tremaine and her two daughters to the ball.

Sure she wouldn't be able to attend, Cinderella sadly climbed the stairs to her attic room. But when she opened the door, her animal friends called out, "Surprise!"



"Oh, thank you so much!" Cinderella exclaimed. The birds and mice were overjoyed to see their friend so happy. She was always working so hard.



When Cinderella ran downstairs in her new dress, her stepsisters and stepmother were very surprised. They hadn't thought Cinderella would find anything to wear.

"We did make a bargain, didn't we, Cinderella?" her stepmother said.

Suddenly suspicious, Jaq and Gus watched from a mouse hole in the wall.

"Those beads give it just the right touch, don't you think, Drizella?" Cinderella's stepmother asked.

"Why, you little thief!" cried Drizella. She lunged and ripped the beads off Cinderella's neck.

"Look, that's my sash!" Anastasia piped up.

The girls tore Cinderella's lovely dress to shreds and then flounced out the door to their carriage. Her hopes dashed, Cinderella ran to the garden, crying.

Cinderella's animal friends gathered around her as she wept on a stone bench. They wished they could comfort her.

Suddenly, Cinderella heard an unfamiliar voice say, "There, there. Dry your tears."

It was Cinderella's fairy godmother! Waving her magic wand, the Fairy Godmother turned a pumpkin into a magnificent coach.



Cinderella stared in amazement as the Fairy Godmother continued to work her magic. "Bibbidi-bobbidi-boo!" she cried. Soon four of the mice, including Gus and Jaq, had turned into white horses. Bruno the dog became the footman, and the stable horse became the coachman.



Then the Fairy Godmother looked at Cinderella's torn dress. "Good heavens, child!" she exclaimed. "You can't go to the ball in that!" She waved her wand once more. Suddenly, Cinderella was wearing beautiful glass slippers and a blue ball gown that shimmered like diamonds. Even her hair was arranged elegantly. She gazed at her reflection in the fountain with disbelief.

"It's more than I ever hoped for!" she declared, her eyes sparkling.

The Fairy Godmother helped Cinderella climb into the coach. "You must understand, my dear, on the stroke of twelve the spell will be broken."





When she arrived at the ball, Cinderella felt as if she were in a dream. Everyone wondered who this mysterious girl was.

The handsome prince bowed before her, and Cinderella felt her heart pounding. They danced together in the castle garden.

Gazing into her eyes, the Prince leaned down to kiss her just as the clock struck twelve. When she heard the bell toll, Cinderella remembered the Fairy Godmother's warning. She raced down the grand staircase, accidentally leaving one of her dainty glass slippers behind.



The next day, Cinderella went about her chores. She daydreamed and hummed a waltz as she worked. Cinderella's mouse friends tried to warn her to be careful, but she was too busy thinking of the Prince.

Lady Tremaine overheard Cinderella and recognized the song from the ball. She realized that Cinderella was the girl from the ball who had danced with the Prince all evening. The Grand Duke was searching for the Prince's mysterious love by trying the glass slipper on every maiden in the kingdom, including Cinderella's stepsisters. The wicked stepmother locked Cinderella in her attic room.

"No! Please, let me out!" cried Cinderella.

"We've got to get that key," Jaq told Gus. The two mice raced downstairs and quietly took the key out of the stepmother's pocket. Then they pushed and pulled it up the long staircase. With a last burst of energy, Cinderella's exhausted little friends were finally



Cinderella hurried down the steps. The Grand Duke had arrived while she was locked in the attic.

Of course Cinderella's wicked stepsisters tried on the slipper with glee. But their feet did not fit. The Grand Duke once again found a lady whom the slipper did not belong to. All the maidens' feet were either too big or too small.

Disappointed, he started to leave the house. "Wait, please wait!" Cinderella called to the Grand Duke.

At the sound of Cinderella's voice, everyone looked up. The mice hugged each other hopefully. But Cinderella's stepmother was upset that her stepchild had escaped, and she tripped the Grand Duke with her walking stick. The slipper Cinderella had left behind at the ball shattered!

Luckily, Cinderella still had the other slipper. She pulled it out of her pocket, then tried it on.

The slipper's perfect fit proved that Cinderella was the beautiful young woman who had won the Prince's heart. The Prince asked for Cinderella's hand in marriage, and the very next day they had their wedding at the palace.



Disney

FROZEN





When Princess Elsa and Princess Anna of Arendelle were little girls, they were the best of friends. Anna was one of the only people who knew Elsa's secret: Elsa had the power to make snow and ice with just her hands!

One night, Elsa filled an empty ballroom with snow. The sisters played together, building a snowman, sledding, and ice skating.



But as they played, Elsa lost control. She accidentally hit Anna with a blast of icy magic! Anna was badly hurt, so her parents went to the ancient mountain trolls for help. There, a wise old troll told them that Anna could be saved—she was lucky to have been hit in the head, not the heart.

Even though Anna got better, her parents worried that people would fear Elsa's powers. To keep her gift a secret, they surrounded the castle with walls and never let anyone inside.

But whenever Elsa had strong feelings, the magic still spilled out. Elsa didn't want to hurt her sister again, so she never played with Anna. That made Anna feel very lonely, and she felt even more alone after their parents were lost in a storm at sea.





Years later, it was time for Elsa to become queen of Arendelle. For just that day, the castle gates were opened! Hundreds of people attended the crowning ceremony. Elsa worked hard to hide her feelings—and her powers!

At the party, Anna danced with Prince Hans from the Southern Isles. It seemed like they had everything in common. Since the gates were open for just one day, they knew this was their only chance to be together. "Can I say something crazy? Will you marry me?" Hans asked. Without hesitating, Anna said yes. They went off to ask Elsa for her blessing.





But Elsa's reply to their marriage was unexpected. "You can't marry a man you just met. My answer is no," Elsa said. Anna couldn't believe it. "Why do you shut me out? What are you so afraid of?"

Elsa started to lose control. "Enough!" she shouted as ice shot from her hands. Everyone stared at Elsa in shock. Now all of Arendelle knew Elsa's secret. She panicked and fled for the mountains.

Anna felt horrible! Elsa's out-of-control powers had created a terrible winter storm—in the middle of summer! "I'll bring her back, and I'll make this right." She left Hans in charge of the kingdom and raced after Elsa. Luckily, Anna met an ice harvester named Kristoff and his reindeer friend, Sven. She asked them for help. Together, they set off to look for Elsa.





As they climbed the North Mountain, they discovered a beautiful winter wonderland. There they met an enchanted snowman named Olaf. Olaf knew where Elsa was. He agreed to take them to her. He led them to a giant ice palace that Elsa had created with her powers. Anna told Olaf, Sven, and Kristoff to stay outside while she talked to Elsa.

Meanwhile, back in Arendelle, Hans was worried Princess Anna was in trouble. He, along with a group of soldiers, set out in search of Anna—and Elsa.



Once inside, Anna found Elsa. Anna told her sister about the terrible storm in Arendelle. "It's okay. You can just unfreeze it." Elsa looked worried, saying, "I don't know how." Elsa thought if she went back she might accidentally make it worse.

Anna tried to convince Elsa to come home. But Elsa was too scared that she would hurt more people. As Elsa argued with her sister, an icy wave of magic burst from her body—and struck Anna in the chest! Anna still refused to leave without Elsa, though.





Elsa used her magic to create a huge snowman to chase Anna and her friends out. Kristoff noticed Anna's hair was turning snowy white. He knew the trolls could help Anna. One troll told them that Elsa had struck Anna's heart. If the magic was not reversed, Anna would be frozen solid. Only an act of true love could thaw a frozen heart.

Anna knew she loved Hans—maybe a kiss from him would work! Anna and her friends hurried toward Arendelle.

Soon afterward, Elsa received some other unwanted visitors. Hans had gathered a group of soldiers to attack Elsa. Elsa defended herself well. Hans cried out to her, "Queen Elsa! Don't be the monster they fear you are."

Elsa paused, and in her moment of doubt, she was knocked out. The attackers brought her back to Arendelle and threw her in the dungeon.





When Anna arrived at the kingdom, she said good-bye to Kristoff, Sven, and Olaf. She raced to see Hans. As soon as they were alone, Anna asked Hans to save her with a kiss. But Hans refused! Anna realized that he had only pretended to love her. He wanted to take over Arendelle by getting rid of Anna and Elsa! All that was left now was to get rid of Elsa.

"Summer will return, and the kingdom will be mine!" Hans declared.



Luckily, Olaf found Anna and helped her warm up by the fire. But she was still getting weaker and weaker. As Anna told him about Hans's evil plan, Olaf saw Kristoff returning. He realized Kristoff was the true love who could save Anna!





Meanwhile, Elsa had escaped from the dungeon, but Hans was close behind her.

"Elsa, you can't run from this," Hans said to Elsa about her magic blast to Anna's heart. "I tried to save her, but it was too late." Elsa was struck with sadness and collapsed in the snow. Everything she had done to protect her sister had failed. And it was all her fault. Nearby, Anna was hurrying toward Kristoff when she heard the clang of Hans's sword. She turned and saw her sister—Elsa was in danger!



Instead of saving herself and running to Kristoff, Anna leaped in front of her sister. “No!” Anna shouted, blocking Hans’s sword. Hans’s sword shattered against Anna’s frozen body. She had turned to solid ice.

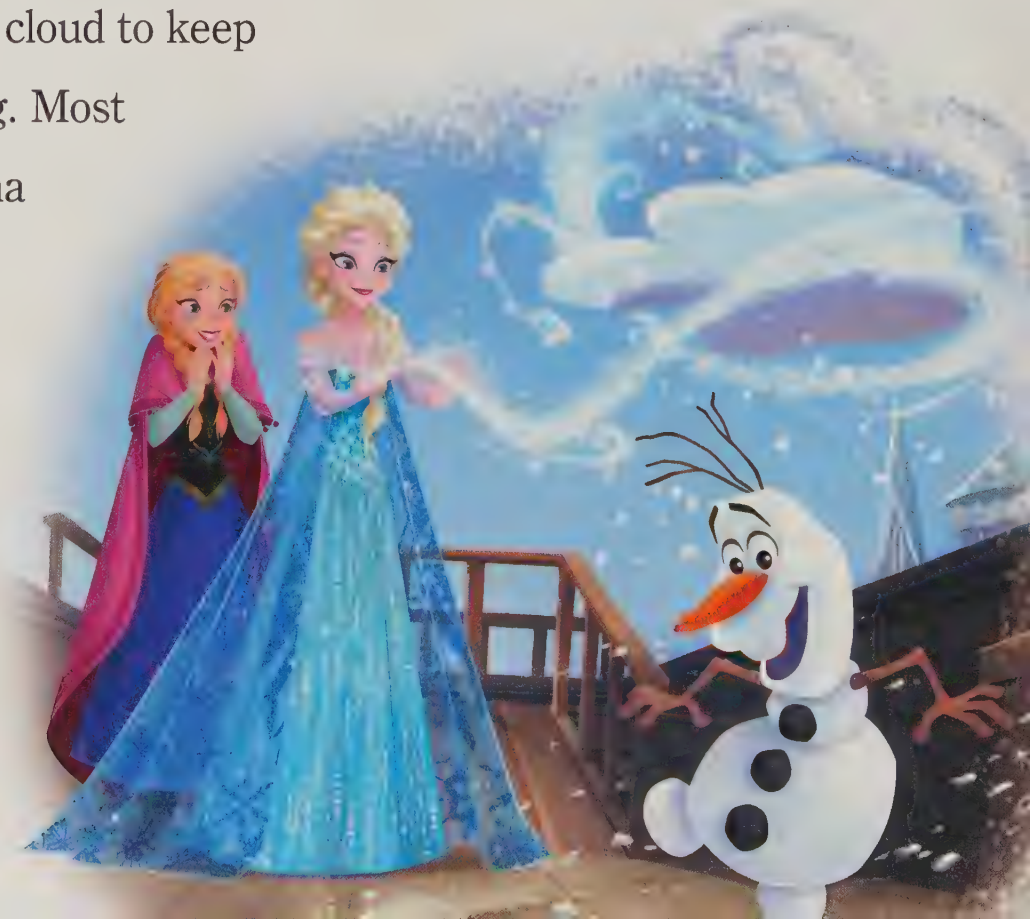
Elsa clutched her sister. "Oh, Anna. No. Please, no!"

Suddenly, Anna began to thaw! Her arms, warm again, reached around Elsa. The two sisters hugged. As Olaf watched them, he remembered what the wise old troll had said: "An act of true love will thaw a frozen heart." Anna's love for Elsa had saved both of them—and the kingdom.



Hans was astonished to see Anna alive. "But, Anna, Elsa froze your heart!"

"The only frozen heart around here is yours!" Anna replied and sent him reeling with one punch. Elsa realized that love could bring back summer. Soon everything was the way it was supposed to be. Summer returned to Arendelle, and Elsa even made Olaf a little snow cloud to keep him from melting. Most importantly, Anna and Elsa were best friends again.



Disney Robin Hood



Long ago, King Richard left England on a crusade, and his brother, Prince John, took over the crown in his absence. But Prince John was greedy. He made the people of Nottingham pay high taxes and left them poor and starving. Robin Hood, a smart and honest fox, decided to fix things. He and his friend Little John the bear robbed from the rich to feed the poor. They were loved by all the good peasants of Nottingham.



One day, the Rabbit family was celebrating Skippy's seventh birthday. Skippy opened his present—a single gold coin his family had saved—but just then, the Sheriff of Nottingham, the prince's right-hand man, appeared, grabbed it right out of the little rabbit's paws, and left.

Seeing what had happened, Robin Hood gave Skippy his bow and arrow and his prized feather cap to make up for the sheriff ruining his birthday.

As he prepared to leave, Robin gave Mother Rabbit a satchel of coins, promising, "Someday there'll be happiness in Nottingham again. You'll see."



Excitedly, Skippy and his friends raced off into the forest to play with Robin's bow and arrow. They arrived at a large hill near the castle, and Skippy shot an arrow into the distance.

It soared right over the walls of the castle and into Prince John's backyard, where King Richard's niece, Maid Marian, was playing badminton with Lady Kluck. The little animals snuck in through the side gate but were spotted right away.

"Who does this young archer remind you of?" Maid Marian asked Lady Kluck. "Why, the notorious Robin Hood!" Lady Kluck answered.



Maid Marian invited the children into the garden and told them about how Robin Hood had been her sweetheart many years before. She showed them the tree where she and Robin had carved their initials together.

Later, Maid Marian spoke to Lady Kluck about Robin Hood. "Oh, Klucky, surely he must know how much I still love him!" she cried. They had been apart for so long. Had he forgotten all about her?





But of course, Robin Hood had not. Elsewhere in the forest with Little John, Robin Hood was daydreaming about Maid Marian, too. In fact, he was so distracted that he burned dinner!

Just then, their friend Friar Tuck stopped by with news of an archery tournament at the castle. There would be a special prize: a kiss from Maid Marian! Although he knew the castle would be full of his foes, Robin was determined to enter. "Faint hearts never won fair ladies," he said. "Fear not, my friends. This will be my greatest performance!"



Meanwhile, the castle prepared for the tournament. Horns were blaring, streamers were strung, and a parade of animals marched through the castle gates carrying flags and instruments.

Inside the castle, Prince John was working on a plan. The whole competition was a way to capture Robin Hood once and for all. "My trap is baited and set. And then, revenge! I'll show him who wears the crown."

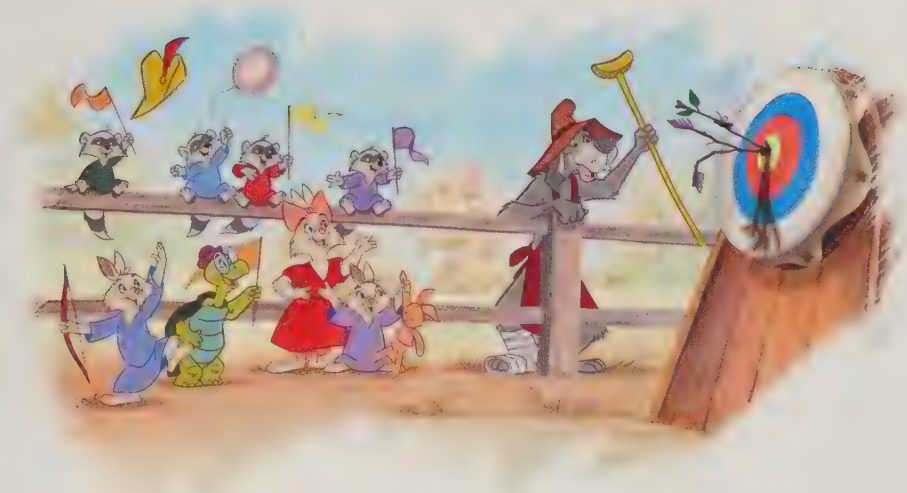




Robin and Little John put on disguises so the royal guards would not recognize them.

Dressed as a bird, Robin Hood gave Maid Marian a flower before the competition. As he looked deep into her eyes, she knew it was him instantly, despite his disguise. "I wish you luck, with all my heart," she whispered to him.

Robin Hood soon took the lead in the tournament. As he got ready to take his final shot, the Sheriff of Nottingham pushed him. But Robin quickly righted himself and won the competition!



Robin approached the throne for his prize. But Prince John had figured out his secret, and he stripped Robin of his disguise in front of the crowd.

The guards seized him. Maid Marian pleaded with the prince to spare Robin's life. He refused. But Little John snuck up behind the prince and threatened him so that he would release Robin. The prince did, and a fight began.

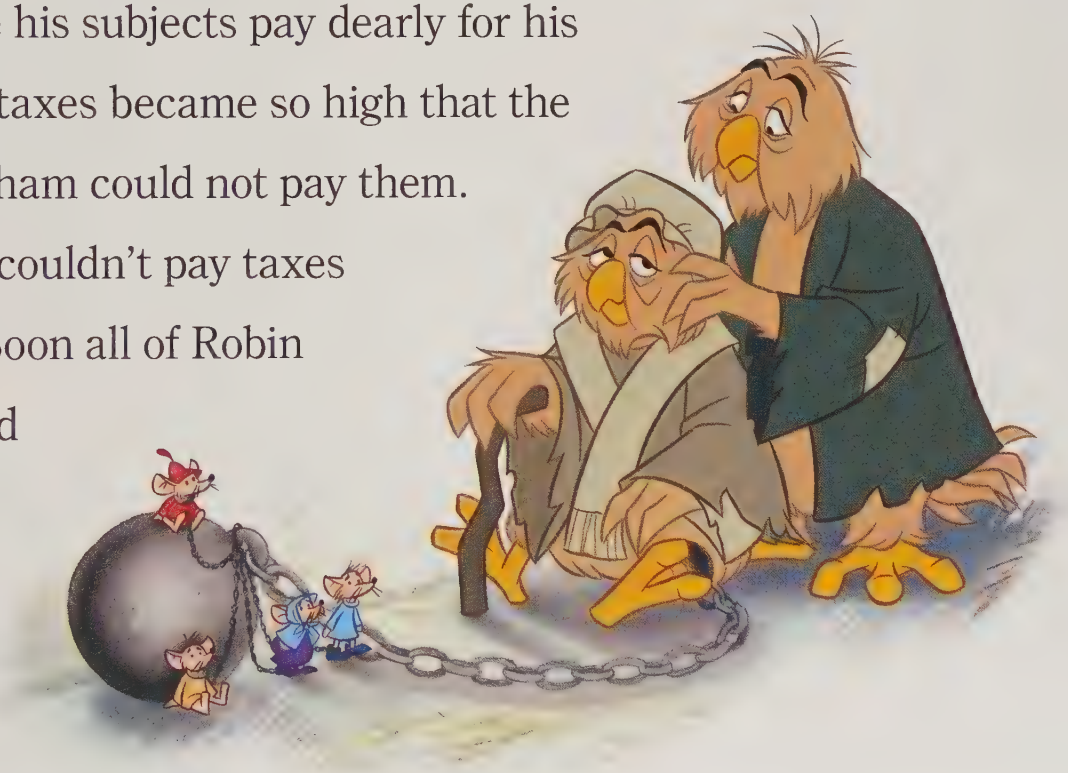




Before anyone could stop him, Robin swung in on a rope and swept Maid Marian off her feet.

Robin and his friends raced off into the safety of Sherwood Forest. Later that evening, they celebrated their good fortune by dancing under the stars.

Angry about losing to Robin Hood once again, Prince John made his subjects pay dearly for his humiliation. The taxes became so high that the people of Nottingham could not pay them. And anyone who couldn't pay taxes ended up in jail. Soon all of Robin Hood's friends had been arrested.



Robin Hood and Little John planned a jailbreak to free their friends. Disguised as a guard, Robin Hood stole the keys from the sleeping Sheriff of Nottingham and quietly unlocked his friends' cell.





As his friends escaped, Robin Hood climbed into the prince's bedroom to take back his friends' gold. As Robin pulled the bag of gold from the prince's sleeping hands, the prince's friend, Sir Hiss, woke up and snagged the bag with his teeth. The noise alerted the guards, and they began to attack Robin.

Seeing no other way out, Robin climbed to the very top of the tower and jumped into the moat below.

Robin did not surface and it seemed all was lost. But then Robin appeared at the shore! He and his friends escaped into the forest together.

Lucky for the townspeople, King Richard returned shortly after. The people of Nottingham were free and happy again, and Prince John, the Sheriff of Nottingham, and their cronies were sent to jail.

Robin Hood and Maid Marian were finally married. "It appears that I now have an outlaw for an in-law!" King Richard said happily.



Disney 101 DALMATIANS





Not so very long ago, a Dalmatian named Pongo lived in a cozy London townhouse with his mate, Perdita, and their humans, Roger and Anita. Perdita and Pongo were especially happy because Perdy was due to have a litter of puppies very soon.

One afternoon, Roger and Anita were startled by a loud honking horn and screeching tires outside their home. Within moments, Anita's old schoolmate Cruella De Vil swept into the house.

"Anita, darling!" she cooed, strutting into the parlor, smoking a cigarette. Cruella looked around the house. "For heaven's sake, where are they?" she asked.

"Who, Cruella?" asked Anita.

"The puppies!" Cruella said. "Where are the little brutes?"

"Oh, it'll be at least three weeks," said Anita. She paused, noticing Cruella's shaggy coat. "Cruella, isn't that a new fur coat?"

Cruella pulled the thick fur around herself lovingly. "My only true love, darling." Cruella twirled around. "I worship furs!" she exclaimed. Then Cruella paused to admire a photograph of Pongo and Perdita on the wall.



"I've got to run, darling," Cruella said. "Now, let me know when the puppies arrive."

"Yes, Cruella," said Anita.

"See you in three weeks!" Cruella shouted as she marched out the front door.





Exactly three weeks later, Perdy had her puppies. Pongo and Roger waited nervously in the kitchen.

"The puppies are here!" Nanny exclaimed.

Perdy had fifteen puppies.

Just then, there was a tremendous flash of lightning and a big boom of thunder. A dark shadow loomed in the doorway.

"Fifteen puppies!" Cruella De Vil exclaimed, strutting into the kitchen. "How marvelous! I'll take them all, the whole litter!" She waved her wallet around in the air.

"We're not selling the puppies," Roger declared. "Not a single one. And that's final."

Cruella was furious. "I'll get even! You just wait!" she screamed as she stomped out of the house.

The puppies grew quickly. Within a few weeks they were covered in spots. But one evening, when Perdy and Pongo were out for their walk, two crooks, Horace and Jasper, forced their way into the house and stole the puppies!

The police had no leads. Perdy and Pongo were heartbroken. Pongo knew it was up to them to find the puppies. So the next



evening, Pongo called to all the dogs of London from the park's tallest hill during the Twilight Bark. It was an all-dog alert!

An old sheepdog known as the Colonel heard the call. He snapped into action, sending his tabby cat friend, Sergeant Tibs, to investigate a creepy old mansion nearby, called Hell Hall. Sergeant Tibs snuck into the crumbling house and crept into a large, shabby room. He was stunned: the room was filled with spotted puppies—ninety-nine of them, including Pongo and Perdy's puppies. But Horace and Jasper were guarding them. The Colonel told Pongo and Perdita during the Twilight Bark to come right away. They had located the missing puppies, and then some!







While they waited for Pongo and Perdy to arrive, the Colonel and Sergeant Tibs saw a car screech to a halt outside and a figure rushing into Hell Hall.

"Better see what's up!" said the Colonel to Sergeant Tibs. Tibs crept back inside. It was Cruella De Vil! She had hired Horace and Jasper to dognap the puppies!

"It's got to be done tonight!" Cruella yelled.

Jasper and Horace cowered on the sofa.

"But they ain't big enough," said Horace. Jasper agreed.

Sergeant Tibs felt his blood turn cold. He couldn't believe it! Cruella De Vil was planning to make coats out of all the Dalmatian puppies!

"Then we'll settle for a half dozen! We can't wait!" she shouted.



Horace and Jasper cornered the puppies. But just then, Pongo and Perdita jumped through the window and attacked the two henchmen. Tibs used the distraction to lead the puppies out of Hell Hall and into the snowy night. Pongo and Perdy followed their puppies. But Jasper and Horace were not far behind them.

They had to keep running!

It was a bitterly cold night. Perdy led the long line of puppies through the driving snow while Pongo tried to cover their tracks. They were all tired and hungry, but they would not be safe until they got back to London.

When Cruella discovered that Horace and Jasper had let the puppies escape, she was enraged. She leaped into her long purple car and frantically searched for the Dalmatians.







Pongo, Perdy, and the puppies were hiding in a blacksmith's shop outside London. There was a delivery truck nearby that was leaving for the city soon, and Pongo planned to get all the puppies on it. But how could he do it without being seen? Cruella's car was parked right in front of the shop.

Two of the puppies began to play in the ashes near the old fireplace. Pongo saw that the puppies' spotted fur was covered in black soot. This gave Pongo an idea.

"We'll all roll in the soot!" he cried, diving into a deep pile of the ash. The puppies followed, rolling around in the soot. When they were done, all their spots were hidden. They looked like regular black dogs.

The Dalmatians were running out of time. They had to get the puppies on that truck. One by one, the puppies walked to the truck. But as the last few puppies left the shop, some melting snow dripped on them, washing away the soot and revealing their spotted coats. They were discovered!

"Horace! Jasper! After them!" screamed Cruella. The truck rattled away as she chased it. Horace and Jasper jumped into their truck and joined the chase. Cruella was very close to catching the Dalmatians. She cackled with glee, but suddenly, Horace and Jasper lost control of their truck and crashed right into Cruella's car. Cruella, Horace, and Jasper tumbled into a ditch, while the Dalmatians' truck drove safely away.





Roger, Anita, and Nanny were delighted that Pongo, Perdy, and the puppies were safely home.

Nanny counted all of the Dalmatian puppies. "A hundred and one!" she gasped.

"What will we do with them?" asked Anita.

"We'll keep them!" exclaimed Roger.

Then everyone gathered around the piano as Roger played. The whole family was together again, at last—with some new additions!



Disney

Peter Pan



This story begins on a quiet street in London, at the home of the Darling family.

Before bed every evening, Wendy would tell her younger brothers fantastic stories of Peter Pan's many marvelous adventures in Never Land. They believed he was real, and made him the hero of all their nursery games while fighting off pirates. But that night was to be Wendy's last night in the nursery.

Wendy's father had decided that the next day she should move into a room of her own. She would have to be practical. It was time for Wendy to grow up.





Peter Pan waited until the children were fast asleep. Then he crept in through the window. A sparkling light followed him: it was Tinker Bell! Tinker Bell was a pixie and one of Peter Pan's best friends. The children woke and were delighted to see Peter Pan. "Peter Pan! I knew you'd come back! I saved your shadow for you," Wendy exclaimed as she ran to get her sewing basket.

"I'm so glad you came back tonight," Wendy said. "because it's my last night in the nursery."

"No, I won't have it," Peter said. "Come on."

"But where are we going?" asked Wendy.

"To Never Land! You'll never grow up there!" Peter said.

"But, Peter, how do we get to Never Land?" asked Wendy.

"Fly, of course," he said, stretching out his arms.

Wendy gasped. "Fly?"

"It's easy." Peter grinned. "You think of a wonderful thought."

Wendy, John, and Michael all thought very happy thoughts. But still they could not fly. Peter realized they were missing something important—pixie dust! He borrowed some from Tinker Bell and sprinkled a bit of it on each of their heads.



And before they knew it, Wendy, John, and Michael were floating in the air.

"We can fly!" they shouted. "We can fly!"



Peter leaped up to the windowsill. "Here we go, off to Never Land!"

Soon they landed on a big puffy cloud, high above Never Land, and Wendy, John, and Michael began to point out the places they recognized from Wendy's tales.

Suddenly, Peter shouted, "Look out!"

A heavy cannonball shot past them, narrowly missing their heads. They were under attack! It was Peter's sworn enemy, the dastardly Captain Hook.

"Quick, Tink," Peter shouted, "take Wendy and the boys to the island! I'll stay here and draw Hook's fire."

Tink was jealous of Wendy and the boys. They were getting all of Peter Pan's attention. So she flew to the island very fast—so fast that the children could not keep up. Tinker Bell rushed into Hangman's Tree, the secret hideout where Peter's loyal friends the Lost Boys lived with Peter.





The Lost Boys were wild and dressed like animals, but they would do anything Peter asked. Tink lied, telling them that Wendy was attacking the island, and the Lost Boys scrambled to defend Peter's hideout. Aiming with their slingshots, they pummeled poor Wendy.

Just as Wendy was about to crash, Peter Pan swooped in and caught her. Peter was very angry at Tinker Bell for playing that trick on Wendy. So he banished her, but only for a week, because Tinker Bell was the most important person in the whole world to him.

Tinker Bell flew away in a huff.



Wendy, John, and Michael were eager to see the island. So Peter Pan took Wendy to Mermaid Lagoon while the Lost Boys took John and Michael to other parts of Never Land. While Wendy and Peter were talking to the mermaids, they saw Captain Hook row by in a boat with his first mate, Mr. Smee. They had a captive! It was Peter's friend Princess Tiger Lily.

Peter and Wendy followed the pirates to Skull Rock, where Captain Hook had Tiger Lily tied up. He was trying to make her tell him the location of Peter's secret hideout. Peter swooped in, dagger drawn, and fought Hook, chasing him away. Then Peter and Wendy freed Tiger Lily and returned her home.



But Captain Hook did not give up quite so easily. He knew that Tinker Bell was still very angry with Peter for banishing her. So Hook kidnapped Tinker Bell and tricked her into revealing Peter's hideout. Once Tink marked the spot on the map, Hook locked her up in a lantern on his ship.





That night, Captain Hook, Mr. Smee, and the pirates quietly surrounded Hangman's Tree. Then, when Wendy and the boys stepped outside, Hook's men grabbed them, tied them up, and took them to the ship.

But Hook wasn't done just yet. He had a plan to get Peter, who was still inside Hangman's Tree. Hook carefully lowered a package

into Peter's hideout on a long rope. The package was wrapped up like a present, but inside was a ticking bomb!

Back on Hook's ship, the pirates celebrated their victory over Peter Pan. Captain Hook gleefully told Wendy and the boys that if they didn't join his crew, they would have to walk the plank.

Wendy refused. "Peter Pan will save us," she said.

Captain Hook laughed and twirled his thin mustache as he told Wendy about the bomb in Peter's tree.

"Peter Pan will be blasted out of Never Land forever," Hook said, cackling.

"No!" gasped Wendy.





When Tinker Bell heard Hook's evil plan, she broke out of the lantern and raced to Hangman's Tree to warn Peter. But moments later, from the deck of the ship, Wendy and the boys saw a huge explosion on the island. Peter's hideout was gone. Had Tink been able to save him?

It was time for Wendy to walk the plank. She bravely stepped over the edge and fell. But then the most curious thing happened: there was no splash. Hook and Smee were baffled. They peered over the side of the ship, but there was no Wendy, and no ripple in the water. Was it a trick? Was it a curse?

No, it was Peter Pan! Tinker Bell and Peter had saved Wendy! Peter Pan flew Wendy to safety at the top of the ship. Then he confronted Hook.





"This time you've gone too far!" Peter said, pulling out his dagger. Hook drew his sword, and he and Peter began to duel. Hook thrust, swiped, and stabbed with his sword, but Peter Pan flew away, just out of Hook's reach.

"Fly, fly, fly! You coward!" Hook snarled. "You wouldn't dare fight old Hook man-to-man!"

"Nobody calls Pan a coward and lives! I'll fight you man-to-man," said Peter, "with one hand behind my back!"

They clashed on the tall masts of the ship. Peter kept his word and did not fly away. Hook disarmed him, and just when it seemed like Peter Pan was doomed, he yanked the ship's flag over Hook's head and took away his sword.

"You're mine, Hook!" Peter said. Captain Hook and the pirates fled from the ship, never to be seen again.

"Hooray! Hooray for Captain Pan!" Wendy and the boys cheered.

Tinker Bell sprinkled pixie dust all over the pirate ship. It began to float, higher and higher into the sky. Finally, when the ship was up among the clouds, Peter set a course for London. When Wendy woke up by the windowsill, she noticed they were back home in the nursery with her parents. They paused to look up into the night sky to see a ship made out of clouds. "I have the strangest feeling I've seen that ship before. A long time ago, when I was very young," Mr. Darling said. He realized Wendy didn't need to grow up just yet.



Disney

MULAN



Long ago, beyond the Great Wall of China, a young woman named Fa Mulan lived with her family.

One day, the Emperor's aide rode into town. "The Huns have invaded China!" he announced. "One man from every family must serve in the Imperial Army."

Mulan's father felt it was his duty to join the army even though he had been injured in earlier battles. That night, he began to practice some fighting moves, unaware that Mulan was watching. Suddenly, a pain from an old wound shot through his leg, and he collapsed on the floor.

Mulan knew that her father wouldn't be able to survive another battle, so she decided to disguise herself as a man and take his place. She cut her hair, put on soldiers' clothing, and left in the middle of the night on her horse, Khan.

But Mulan was not alone. The spirits of her ancestors sent Mushu, a tiny dragon, along to protect her.



They arrived at the army camp. Mushu whispered suggestions about how to look more like a man. "Show them your man walk," he said. "Shoulders back, chest high, feet apart, head up, and strut."



"I don't think I can do this," whispered Mulan.

"It's all attitude," Mushu told her.

Mulan took a deep breath and strode into camp.

She tried to make friends with the other soldiers, Chien-Po, Yao, and Ling, but she ended up causing a fight.

The camp was in total chaos when Captain Shang arrived.

"Soldiers!" the captain shouted.

Everyone sprang to attention and pointed at Mulan. "He started it!" they said in unison.

"Sorry," Mulan said. Then she remembered she was supposed to be a man and lowered her voice. "I, uh, mean, sorry."

"What's your name?" Shang asked.

"My name is . . . uh . . . Ping," Mulan told him. She handed him her army papers and frowned. She was not off to a good start.



Captain Shang was a skillful leader, and though Mulan felt clumsy and inadequate, she worked as hard as she could. She didn't want anyone to find out she was a girl.

Shang led the recruits through a series of grueling training exercises to help them prepare for battle. One of the lessons involved retrieving an arrow from the top of a pole while carrying a heavy bronze disk tied to each wrist.

"One represents discipline, the other strength," Shang said, holding up the disks. "You need both to reach the arrow."

No one was able to do it. Finally, after several attempts, Mulan had an idea. She tied the weights onto her wrists, but looped them together, and used them to hoist herself to the top. She had done it!

All the soldiers admired Mulan's determination and they still didn't know that she wasn't a man.

After much training, Shang led the soldiers to the Tung-Shao Pass to meet the rest of the army.



When they arrived, they discovered that the army had been defeated—and none of the soldiers had survived. Shang was especially upset when he realized that his father, General Li, had been killed.

Shang composed himself and turned to his soldiers. "The Huns are moving quickly. We're the only hope for the Emperor now. Move out!" he ordered.

Before long, the Huns discovered Shang and his troops. Hundreds of them raced over the mountaintop, firing arrows at Shang's small band of soldiers. At first, it seemed like Shang and his army would meet a similar fate as his father. But Mulan got an idea! She seized a cannon and ran right toward the Huns. When she had almost reached their leader, Shan-Yu, Mulan aimed the cannon above his head. The rocket hit the mountain behind him and caused a huge avalanche. Snow tumbled down quickly, burying the enemy.





Mulan had been wounded, but she was still able to jump on her horse and pull Shang away from the snow just before he was buried.

As Chien-Po and the others helped them to safety, Shang looked at Mulan with admiration. "Ping, you are the craziest man I've ever met. For that, I owe you my life," he said. "From now on, you have my trust."

But Mulan's wound had to be treated by a doctor. It was then the doctor told the soldiers that Ping was really a woman named Mulan.

At that time in China, Mulan's deception was punishable by death. Shang spared her. "A life for a life," he declared. "My debt is repaid." He told her she would not be allowed to continue on with the other soldiers.

Dejected, Mulan watched the troops march away, leaving her alone with Mushu and Khan. With a heavy heart, she confided in the dragon: "I should never have left home. I just wanted to do things right, so that when I looked in the mirror I would see someone worthwhile. But I was wrong. I see nothing."

"You risked your life to help the people you love," Mushu replied. "But don't worry, things will work out."





As Mulan turned toward home, she saw that Shan-Yu and a few Huns had survived and were heading toward the Imperial City. Racing on horseback to the Imperial City, Mulan found Shang and told him what she had seen.

"You don't belong here," he replied. "Go home."

"You have to believe me," said Mulan.

Shang wouldn't listen. But soon, the Huns seized the Emperor and ran into the palace. Mulan turned to her friends for help. Chien-Po, Ling, and Yao tried and failed to break down the palace door.

"Hey, I have an idea!" Mulan called. Eager to help their quick-thinking friend, the soldiers let Mulan dress them as women. Then they used the sashes from their dresses to climb the palace columns. Shang realized that Mulan was trustworthy and joined their effort. Once inside, they attacked the unsuspecting Huns.

Together, Mulan, Shang, and the others knocked out the Hun soldiers and rescued the Emperor. Furious that the Emperor had escaped, the Hun leader drew his sword.

"You took away my victory," Shan-Yu growled at Shang.

"No," said Mulan. "I did." She pulled back her hair so Shan-Yu would recognize her.

"The soldier from the mountains!" the Hun leader cried. He began to chase her for his revenge.





Leading Shan-Yu to the top of the palace, Mulan grabbed his sword and pinned his cloak to the roof. Mushu shot toward him on a rocket. The little dragon jumped to safety just before the rocket blasted Shan-Yu into a tower of fireworks.

After the battle, the Emperor approached Mulan. "I have heard a great deal about you, Fa Mulan," he said. "You stole your father's armor, ran away from home, impersonated a soldier, deceived your commanding officer, dishonored the Chinese army, destroyed my palace, and . . . you have saved us all."

Then he bowed to Mulan in gratitude. Stunned, everyone else did the same. "See to it that this woman is made a member of my council," the Emperor told his aide.

Mulan was honored but knew that she needed to return to her family.

"Then take this, so your family will know what you have done for me," the Emperor said, handing her a pendant with his crest on it. Then he gave her Shan-Yu's sword. "And this, so the world will know what you have done for China."

Mulan thanked the Emperor and said good-bye to her friends. It was time to go home and face her father.



At home, Mulan presented the Emperor's pendant and Shan-Yu's sword to her father. "They are gifts to honor the Fa family," she explained, bowing her head.

He put them aside and hugged Mulan. "The greatest gift and honor is having you for a daughter," he said.

Shang had followed Mulan home. He had realized that his feelings for her had grown. She had been very courageous, and he admired her for it.

Mulan invited Shang to stay for dinner.

He and her family celebrated, delighted everything had turned out so well.



Disney Aladdin



As she sat by the fountain in the palace courtyard, Princess Jasmine giggled at her pet tiger, Rajah. The tiger had not been impressed with the latest prince to ask for Jasmine's hand in marriage, so he'd helped scare him away. They were both glad to be rid of the selfish suitor, one of many unworthy princes who'd visited recently.

Jasmine's father, the Sultan of Agrabah, was not amused. "Dearest, you've got to stop rejecting every suitor who comes to call," he told his daughter. "The law says you must be married to a prince by your next birthday. You've only got three more days!"

But Jasmine thought the law was unfair. "Father, I hate being forced into this," she said. "If I do marry, I want it to be for love."

Lately, Jasmine had found herself wishing that she wasn't a princess at all. She had never even been allowed to go outside the palace walls. She felt trapped.



That night, the princess decided to run away. She put on a disguise and began to climb over the palace wall. Rajah tugged on her dress—he didn't want her to leave.

Jasmine knew she would miss her friend, but she had to see what else was out there.

"I'm sorry, Rajah, but I can't stay here and have my life lived for me," she explained.

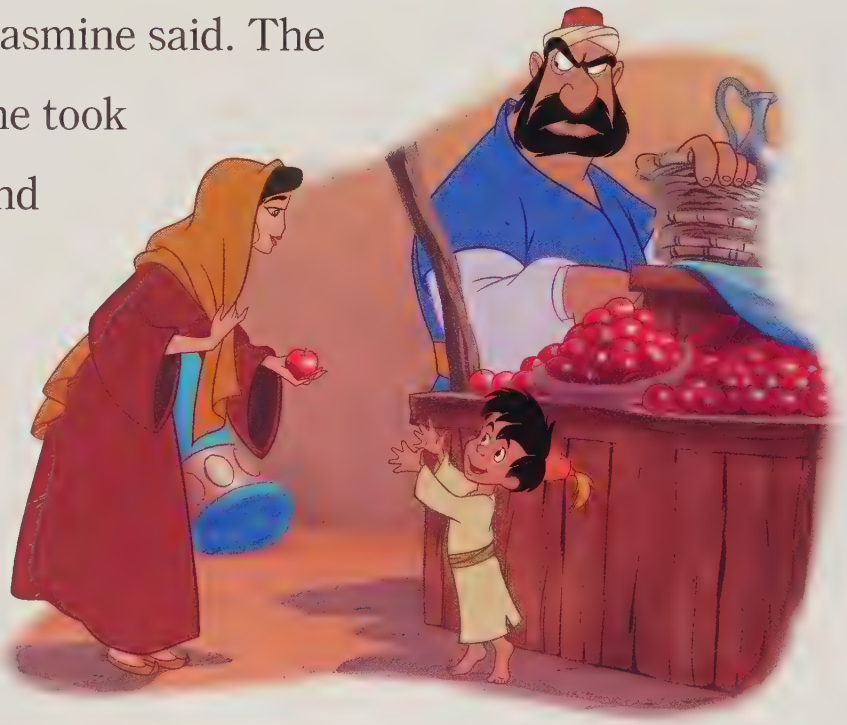
Rajah nodded and slid his head under Jasmine's foot to give her a boost over the wall.

The next morning, Jasmine arrived at the marketplace.



She looked around excitedly, for she had never seen anything like it. People were selling everything from pots and necklaces to fish and figs. As she walked, she came upon a little boy who looked like he hadn't eaten in a while.

"Oh, you must be hungry," Jasmine said. The boy looked up at her eagerly. She took an apple from a nearby stand and handed it to the poor child.



"You'd better be able to pay for that," the apple seller said.

"Pay?" Jasmine said with surprise. She'd never needed to pay for anything at the palace.

"No one steals from my cart!" the vendor bellowed and grabbed her angrily. Jasmine was frightened and didn't know what to do.

Luckily, a stranger came to her rescue.

"Oh, thank you, kind sir," the young man said to the apple seller. "I'm so glad you found her. I've been looking all over."

Jasmine looked puzzled. "What are you doing?" she whispered to the young man. She noticed he had a pet monkey with him.

"Just play along," he whispered back.

"You know this girl?" the seller asked him.

"Sadly, yes. She is my sister," he replied. "She's a little crazy. Tragic, isn't it?" The young man turned to Jasmine, who pretended to be crazy. "Now come along, sis. Time to go see the doctor."

They started to leave. It looked like they would escape, until the monkey bowed good-bye . . . and a bunch of stolen apples tumbled from his vest!

"Come back here, you little thieves!" the apple seller yelled. The trio ran as quickly as they could and, finally, reached the young man's rooftop home. They were safe . . . for now.



Jasmine looked around. The stranger's home was simple, but at least it was his own. No one told him what to do. Jasmine couldn't imagine having so much freedom.

At the same time, the young man was looking longingly at the palace in the distance. It would be wonderful to live there, he thought, to have enough money so he wouldn't have to worry about his next meal.



"Sometimes I just feel so trapped," they both said.

Surprised, they looked at each other.

Jasmine suddenly realized that she had a lot in common with this handsome stranger. But just then, angry palace guards burst in. There was no escape!

"Do you trust me?" he asked, holding out his hand to her.

She looked into his brown eyes and said, "Yes."

"Then jump!" he cried.

Jasmine took his hand and they leaped off the roof. They landed safely in a pile of grain, then raced through the marketplace . . . right into another set of guards!

The head guard seized the young man. "It's the dungeon for you, boy!" he declared.



"Unhand him!" demanded Jasmine, pulling down her hood and revealing herself as the princess. The guard was shocked to see her outside the palace walls. "Do as I command," she ordered. "Release him."

"I would, Princess, except my orders come from Jafar," the guard replied. "You'll have to take it up with him."

Jasmine crossed her arms and narrowed her eyes. "Believe me, I will," she said.

Back at the palace, the princess confronted Jafar, one of her father's advisers. The evil man told her that the stranger had been sentenced to death and killed.

"I am exceedingly sorry, Princess," Jafar lied.

Jasmine glared at Jafar. "How could you?" she cried, and ran out. She went to see Rajah. "It's all my fault, Rajah," she said, sobbing. "I didn't even know his name."





The next day, on the streets of Agrabah, there was a magnificent parade. Men playing drums marched down the street, followed by women dancing with scarves. All of the townspeople stopped what they were doing to watch.

Inside the palace, the Sultan heard the music. He went to his balcony and was delighted by what he saw below. "Oh, Jafar!" he called. "You must come and see this!"

Reluctantly, Jafar joined the Sultan.

Trumpets blared and banners waved as the parade made its way to the palace. But most impressive was Prince Ali, who sat on top of an enormous elephant, throwing gold coins into the crowd. He looked attractive, regal—and extremely smug.

Princess Jasmine, who was still upset about the death of the young man from the market, watched from her balcony. She shook her head in disgust at this latest suitor. Did he think he could buy her hand in marriage?



Nevertheless, the Sultan welcomed Prince Ali into the palace.

"Your Majesty, I have journeyed from afar to seek your daughter's hand," said Prince Ali after flying in on a magic carpet.

"Prince Ali Ababwa," said the Sultan, "I'm delighted to meet you."

But Jafar had his own sneaky plan: he wanted to marry the princess himself so that someday he would rule the kingdom. He whispered to the Sultan, "What makes him think he is worthy of the princess?"

Confidently, Prince Ali replied, "Just let her meet me. I'll win your daughter."

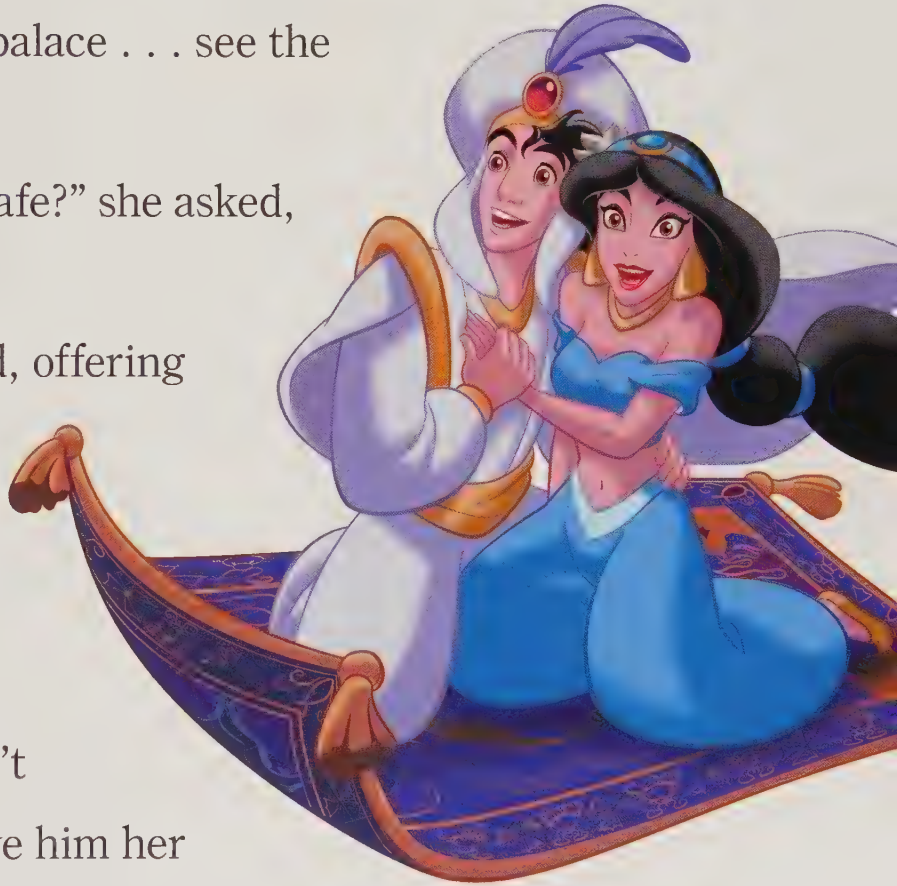
But Jasmine had been listening and was very upset. "How dare you—all of you! Standing around deciding my future," she cried. "I am not a prize to be won!" She turned and stormed off.

But Prince Ali would not give up. That evening, he appeared on Jasmine's balcony and apologized. Rajah growled protectively, but Jasmine thought the prince looked familiar. When she stepped closer, he offered to take her on a magic carpet ride.

"We could get out of the palace . . . see the world," Prince Ali offered.

Jasmine hesitated. "Is it safe?" she asked, looking at the flying carpet.

Prince Ali leaned forward, offering his hand. "Do you trust me?" he asked. Jasmine thought he might be the young man from the marketplace! Maybe he hadn't been killed, after all! She gave him her hand and climbed onto the Magic Carpet.



Jasmine and Prince Ali flew over the streets and rooftops of Agrabah. Jasmine felt happier than she ever had.

Jasmine got the prince to admit he was the young man from the marketplace. But he didn't tell her everything because he didn't think she would like him if she knew the truth. His real name was Aladdin. After escaping from the dungeon, he'd found a magic lamp. The Genie inside had given him three wishes. Aladdin, who had fallen in love with Jasmine, had used one of them to become a prince so he could marry her.

"I sometimes dress as a commoner to escape the pressures of palace life," he lied. "But I really am a prince."

"Why didn't you just tell me?" asked Jasmine.

"Well, you know, uh, royalty going out into the city in disguise . . . it sounds a little strange, don't you think?" he said.

Jasmine looked down. "Not that strange," she said quietly.



Soon after they returned from the romantic magic carpet ride, Jafar discovered Prince Ali's secret and revealed his true identity. Jafar tried to seize power by stealing the magic lamp with the Genie inside. But Aladdin and Jasmine fought him bravely and won. Together, they had saved the kingdom.

After the battle, Aladdin took Jasmine's hands in his. "I'm sorry I lied to you about being a prince," he said humbly.

Jasmine held his hands. She hadn't fallen in love with him because she thought he was a prince. She loved him for who he was on the inside.

After freeing the Genie, they climbed aboard the Magic Carpet and kissed. Beneath them was a whole new world.



Disney

Beauty and the Beast



Once upon a time, there lived a beautiful young girl named Belle. She loved to read and could often be seen wandering through her village with a book.

Belle lived with her father, Maurice, who was an inventor. One day, Maurice went to a fair. On the way home, a bad storm broke out and he took shelter inside a dark castle. But the master of the castle was an angry beast, and once he discovered Maurice, he would not let him leave!



Belle searched for her father when he didn't return home. She soon came to the castle and went inside. "Hello? Is anyone here?" she called as she walked through the hallways.

A wooden mantel clock and a fancy candelabrum were sitting on one of the tables. Belle didn't see them, but they noticed her.



"It's a girl!" cried Lumiere the candelabrum, once Belle had passed. He jumped to the floor. "She's the one! The girl we have been waiting for! She's come to break the spell!"

Many years earlier, Lumiere and Cogsworth the clock had been human, along with lots of the other objects in the castle. But their master, the Prince, and his castle had been put under a spell. The servants had been changed into enchanted objects, such as the clock and the candelabrum, while the Prince had been turned into an awful beast. The spell could only be broken if, by his twenty-first year, the Beast fell in love with a girl who loved him in return.



Lumiere and Cogsworth followed Belle. Before long, she came to the dungeon where her father was locked up.

"Papa!" she exclaimed. She knelt down to touch his hand.

"You must go!" Maurice cried. But it was already too late—the Beast had entered the room.

Belle was not afraid, though. "I've come for my father. Please let him out," she said sternly.

"He's my prisoner," the Beast growled.

"Take me instead," Belle offered.

"You would take his place?" the Beast asked, astonished.

Belle agreed, and the Beast dragged Maurice from his cell and sent him away.

On his way back to the dungeon, Lumiere suggested that his master find Belle a more comfortable place to stay than the cold, dark cell.



The Beast was not hard-hearted, though his manners were rough and his temper terrible. When he saw Belle sobbing, he softened. "Follow me," he demanded and led her to a much nicer room.

"Dinner!" Lumiere whispered in the Beast's ear. "Invite her to dinner!"

"You will join me for dinner!" the Beast commanded before he slammed the door shut.

Soon some of the servants stopped by to introduce themselves. Mrs. Potts, the teapot, and her son, Chip, a teacup, offered Belle a spot of tea. She was surprised that



the servants were enchanted objects, but she liked them at once. They couldn't convince her to go to dinner, though.

Cogsworth finally broke the bad news to the Beast. "She's not coming," he said.

The Beast went to Belle's room and pounded on the door.

"I thought I told you to come down to dinner!" he growled.

"I'm not hungry," Belle replied.

"Please," Cogsworth quietly urged the Beast, "attempt to be a gentleman."

"It would give me great pleasure if you would join me for dinner," the Beast managed.

But Belle still said no. She would not eat with the creature who was holding her captive. The Beast stormed off. "If she doesn't eat with me, then she doesn't eat at all!" he roared.

Later that night, Belle sneaked out of her room and tiptoed downstairs.



When she went to the kitchen, a strange sight met her eyes.

All the dishes, the pots and pans, the stove, and the silverware were alive, just like the other objects she'd met.

They had been upset when she'd refused to come to dinner because they were eager to impress her. There were never guests at the castle anymore.

"I am a little hungry," Belle admitted.

"You are?" asked Mrs. Potts, who had been the castle cook. "Wake the china! I'm not about to let the poor child go hungry."

Belle had been hoping for a bite to eat. Instead, she got a full-blown feast. Beef and cheese, pie and pudding—Belle had never had such a meal! Her new friends treated her like a princess.

After dinner, Belle wanted to explore. "It's my first time in an enchanted castle," she told the servants.

Cogsworth and Lumiere led her around, showing her paintings, tapestries, and armor.

"What's up there?" Belle asked when they came to a very long staircase.

It was the west wing and everyone was forbidden to go there. Cogsworth and Lumiere tried to lead Belle in another direction, but she slipped by them and climbed the steps. Behind the door at the top was a wreck of a room. Furniture was torn apart. A painting of a handsome prince was ripped down the middle.

The only thing intact was a single rose under glass, and even its petals had started to fall off. Once the last petal fell from the rose, the spell over the castle could never be broken! But Belle didn't know about the spell.





Suddenly, the Beast's shadow fell over her.

"Get out!" he yelled and started to smash things.

Belle ran down the stairs, past Lumiere and Cogsworth. "Promise or no promise," she cried, "I can't stay here another minute!" She dashed out the front door, grabbed her horse, and rode into the dark forest. But the forest was not safe—it was full of wolves. They chased after Belle. She tried to hold them back with a stick, but they snapped it in two.

Suddenly, the Beast appeared. He growled at the wolves and tossed them right and left. They bit his neck and clawed at his fur, but he managed to fight them off. At last, the wolves ran away.



Since the Beast had gotten hurt while protecting her, Belle didn't feel right about leaving. She took him back to the castle and nursed his wounds. "Thank you for saving my life," she said.

Day by day, the Beast and Belle got to know each other better.

They ate together. They played in the snow together. One day, the Beast shared his library with her. She had never seen so many books! And one evening, they danced together!

The servants were overjoyed. They could tell the Beast was falling in love with Belle . . . and Belle with the Beast.

But Belle was very concerned about her father's health. She wanted to go see him.

Because the Beast loved her, he decided to let her go, even though it meant he wouldn't be able to break the spell.

With a last glance toward the Beast, Belle left the castle and went to her father.

When the villagers heard that the Beast had captured Belle, they attacked the castle, even though she'd told them how nice he'd been.

Lumiere and Cogsworth came up with a plan to defend the castle. When the villagers stormed inside, some of the enchanted furniture fell on them. Teacups poured scalding tea on their heads, cabinet doors flew open and knocked people down, and knives and forks soared through the air.

The villagers ran out of the gates, screaming.

But during the fighting, the Beast had been badly hurt.

Belle returned to the castle to find him wounded and dying.

"Beast!" she cried, kneeling beside him.

"Belle," he said, gasping. "You came back!" He was weak, though, and soon his eyes closed.

"Please don't leave me!" Belle sobbed. Then, just in time, she added three magic words: "I love you."



Tiny comets showered down on the Beast. As Belle watched, the Beast's claws became hands and his fur changed to human skin. He became the prince he once had been, now that Belle had broken the spell.

"Belle, it's me," he said.

She looked deep into his eyes. "It is you!" she cried happily.

Cogsworth, Lumiere, Mrs. Potts, Chip, and all the other servants returned to their human forms, too.

Belle leaned in and kissed her prince.

"Are they gonna live happily ever after, Mama?" Chip asked.

"Of course, dear," Mrs. Potts said with a happy sigh. "Of course."



Disney Lady and the TRAMP



One snowy Christmas night, on a quiet street, a man named Jim and his wife, Darling, gathered around their tree to exchange presents.

Jim handed Darling a beautifully wrapped box.

"Oh, Jim Dear!" Darling exclaimed.

As soon as Darling untied the ribbon, an adorable little cocker spaniel puppy pushed open the lid. She was so excited to see her new home!

"What a perfectly beautiful little lady," Darling cooed.



That's how Lady got her name and came to live with Jim Dear and Darling.

When Lady was six months old, she got her very own license on her collar. Lady couldn't wait to show it off to her friends Trusty the bloodhound and Jock the Scottish terrier. They all admired her new collar.





The next day, Trusty and Jock went to visit Lady, but they noticed that something was bothering her. Lady explained that Jim Dear and Darling were acting very strange. Jock knew exactly what was going on—they were getting ready to welcome a baby!

Tramp, a stray dog, was strolling around the neighborhood, and he heard the news as he passed by.

"When a baby moves in . . . the dog moves out," Tramp warned Lady.

Jock told Lady not to worry, but she still spent a lot of time thinking about what Tramp had said.

The day finally came when Jim Dear and Darling added a new baby boy to their home. Lady loved the new baby so much that she promised to care for him the same way Jim Dear and Darling did.



One day, Jim Dear and Darling packed their bags to go on a trip.

"We'll be back in a few days," Jim Dear told Lady, "and Aunt Sarah will be here."

Aunt Sarah arrived with her two Siamese cats to watch the house and take care of the baby.

As soon as Jim Dear and Darling left, Aunt Sarah's cats attacked the family canary and goldfish. Lady tried to stop them, but the cats ran around the parlor, ruining the furniture and the curtains. When Aunt Sarah came to see what the noise was about, the cats pretended that Lady had made the mess.







Aunt Sarah was very angry and took Lady to the pet store.

"I want a muzzle," Aunt Sarah demanded. "A good, strong muzzle."

Lady was so upset by her new muzzle that she ran away.

As Lady ran, she was chased through the streets by a pack of stray dogs. Lady was frightened, but Tramp came to save her. He bravely fought the dogs until they all ran away.

Afterwards, Tramp led Lady to the zoo, where a beaver helped chew Lady's muzzle off.

Next Tramp took Lady to Tony's. "The very place for a very special occasion!" Tramp explained.

When Tony, the owner, and his cook Joe saw that Tramp was not alone, they set a special table.

Lady and Tramp ate the best spaghetti in town by candlelight while Tony played the accordion and sang to them. The two dogs were having such a wonderful time that they didn't realize they were eating the same strand of spaghetti. Their faces got closer and closer together—until finally, they met with a kiss!

After dinner, Lady and Tramp strolled through the night and fell asleep in the park under the stars.



In the morning, Lady wanted to go back home, but Tramp did not understand.

"There's a great big hunk of world down there with no fence around it," Tramp said, "where two dogs can find adventure and excitement!"

"But who will take care of the baby?" Lady worried.

Tramp began to walk her home, but he decided to have a little fun at a chicken coop first. The chickens made a lot of noise as Tramp showed off and ran through the coop. Lady and Tramp started to run away when they heard the owner coming, but a dogcatcher snatched Lady and took her to the pound.

The street dogs at the pound saw Lady's license and began to tease her. Just as Lady became frightened, Aunt Sarah finally came to take her home. Once home, Aunt Sarah chained Lady outside instead of letting her back in the house.





Jock and Trusty came to cheer her up, but then Tramp stopped by. Lady was still angry at Tramp for getting her in trouble.

Just as Tramp started to walk away, Lady spotted a rat heading to the baby's room. She tried to run after it, but her chain held her back, so she barked for help.

Tramp came back and asked, "What's wrong?"

"A rat!" Lady cried. "In the baby's room!"

Tramp dashed into the house and chased the rat all around the nursery.

Lady broke free of her chain and hurried to the nursery. There was Tramp, licking his paw. He had finally defeated the rat. But Aunt Sarah was scared of Tramp and called the dogcatcher.

Jim Dear and Darling came home just in time to see Tramp get taken away. Lady showed them the rat and they realized Tramp was protecting their baby.

Trusty and Jock took off after the dogcatcher's truck to save Tramp. They were able to overturn the truck and free Tramp!



Soon it was Christmastime again. Jim Dear announced that they had very special visitors—Trusty and Jock.

Lady and Tramp, along with their four adorable new puppies, were waiting for their friends inside. After Tramp rescued Jim Dear and Darling's baby they had made him an official part of their family, with his very own license.

As Lady and Tramp watched the puppies play, they realized how lucky they were to have a warm home, a loving family, and wonderful friends.



Disney

Pinocchio





One night a long time ago, as the stars were shining high above the rooftops, a little cricket named Jiminy Cricket found himself in the shop of an old woodcarver named Geppetto. Geppetto was completing his latest creation—a little puppet boy he named Pinocchio. That night, before going to bed, Geppetto saw a shooting star in the sky and wished with all his might: "I wish that my little Pinocchio might be a real boy."



As Geppetto slept, the Blue Fairy appeared through the window. "Good Geppetto, you have given so much happiness to others, you deserve to have your wish come true. Little puppet made of pine, wake! The gift of life is thine."

With a touch of her wand upon his forehead, Pinocchio came to life! "Am I a real boy?" Pinocchio asked.

"No, Pinocchio," the fairy answered. "To make Geppetto's wish come true will be entirely up to you. Prove yourself brave, truthful, and unselfish, and one day you'll be a real boy."

To help Pinocchio learn the difference between right and wrong, the Blue Fairy asked Jiminy Cricket to act as Pinocchio's conscience, or his voice of reason. Together, they decided that whenever Pinocchio needed advice, all he had to do was whistle, and Jiminy Cricket would come. As the Blue Fairy left, she said, "Be a good boy, and always let your conscience be your guide."

When Geppetto awoke to find Pinocchio moving and talking, he thought he was dreaming. But soon he realized that his wish had come true—Pinocchio had come to life!



He was so happy that he spun Pinocchio around the room, dancing and singing, and introduced him to his cat, Figaro, and his fish, Cleo. They all snuggled into bed to sleep.

The next morning, Pinocchio awoke excited. It was his first day of school! He skipped to class along with his schoolmates. On his way, he ran into Honest John and Gideon.



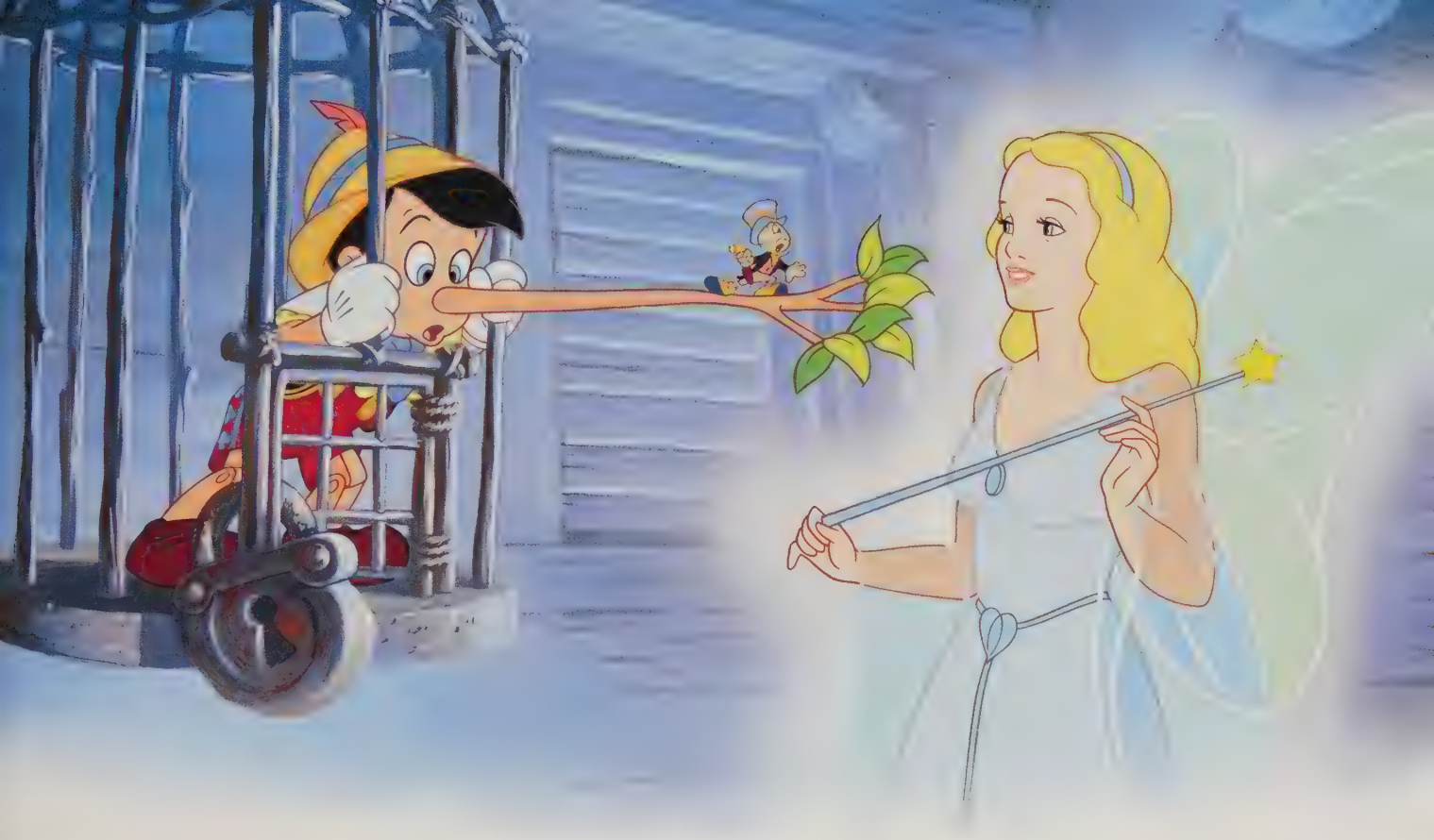


They tried to convince him to become an actor in Stromboli's popular puppet show instead of going to school. Jiminy Cricket was late that day, and arrived just in time to see them all skip off. He whistled to get Pinocchio's attention. "Remember what I said about temptation? Well, that's him," the cricket said. But Pinocchio ignored him and left.

Later, Stromboli had a sold-out show at the theater—everyone wanted to see Pinocchio, the only puppet that could sing and dance without strings!

After the show, Pinocchio said that he wanted to go home to his father, Geppetto. But Stromboli locked him in a cage. "You will make lots of money for me," Stromboli said, "and when you are growing too old, you will make good firewood!"





Pinocchio began to cry. But just then, the Blue Fairy appeared. She asked why Pinocchio hadn't gone to school that day. "I met somebody. Two big monsters with green eyes!" Pinocchio lied. His nose suddenly grew! With every lie, it grew bigger and bigger until it became an entire branch with a nest of baby birds in it. "You see, Pinocchio, a lie keeps growing and growing until it's as plain as the nose on your face," the Blue Fairy told him. She helped him escape but said it was the last time she could help him out of trouble.



That night, Honest John and Gideon told their friend the Coachman about meeting Pinocchio that day. The Coachman was collecting disobedient boys who played hooky from school. On his way home, Pinocchio ran into Honest John again. He convinced Pinocchio to go to Pleasure Island, leaving Jiminy behind.



Pinocchio got on the coach with a bunch of other boys, including one named Lampwick. Lampwick was excited to go to Pleasure Island because he had heard that there would be no school or cops there, and he could lounge around all day.



After a long journey, the boys arrived at Pleasure Island. It was an exciting place with no rules, full of carnival rides and all the junk food they could eat! "Being bad's a lot of fun, ain't it!" Pinocchio said.

Pinocchio was having so much fun that he refused to leave when Jiminy Cricket came to take him home. Upset with him for not doing the right thing, Jiminy stormed off, leaving Pinocchio behind.

As Jiminy was leaving the island, he stumbled upon dark figures loading donkeys into crates by the docks. Jiminy looked at their familiar faces and realized that all the little boys had turned into donkeys! And Pinocchio was no exception—he sprouted ears and a tail before Jiminy rushed back to save him. They jumped into the sea at the last moment before Pinocchio could turn into a donkey and swam all the way to safety on the other side.



Pinocchio and Jiminy were so happy to finally be going home. But when they got back, Geppetto was nowhere to be found. Just then, a note appeared from the sky. It said that Geppetto had gone looking for Pinocchio and had been swallowed by a whale named Monstro, who lived at the bottom of the sea. Pinocchio rushed off at once to save his father. He jumped into the ocean and sank to the bottom. He was soon swallowed by the whale, and found Geppetto safe in the whale's belly! They were so happy to see each other again but didn't know how they would escape.



Suddenly, Pinocchio had a plan. They would make Monstro sneeze!

They built a fire in the whale's belly, and the smoke caused the whale to give one great big loud sneeze, which shoved them out into the ocean.

Monstro was incredibly angry to have been tricked, and chased after them. Pinocchio tried with all his might to face the waves and drag Geppetto safely to shore, but their raft was destroyed and Pinocchio was hurt.



When Geppetto awoke on the shore, he found Pinocchio facedown in the water. Geppetto tenderly carried him home. Everyone was sad, because it looked like Pinocchio was gone forever. But because he had proved himself brave, truthful, and unselfish, the Blue Fairy used her magic to make Geppetto's wish come true—Pinocchio became a real boy! Geppetto laughed and twirled his son, Pinocchio, high in the air, and the two lived happily ever after as father and son.



Disney

Lilo & Stitch



On planet Turo, everyone was afraid of Experiment 626. This little creature was bulletproof and fireproof, and he could move objects three times his size. Experiment 626 was placed in a tiny locked compartment on Captain Gantu's ship to be sent away.

But somehow, he managed to break loose and escape in a police cruiser!

Back on Turo, they tracked his flight across the sky and found that he was heading directly to planet Earth.





Meanwhile, on the Hawaiian island of Kauai, a little girl named Lilo sulked all the way home from her dance class, upset that the other girls made fun of her. Lilo had been having a rough time making friends lately.

When Nani, Lilo's older sister, got home from work, she found Lilo inside the house listening to records with the door nailed shut.

Just then, Cobra Bubbles arrived to make sure Nani was doing a good job taking care of Lilo, since their parents were gone. Nani tried to squeeze herself through the doggy door. But to her horror, Mr. Bubbles appeared, and she sheepishly crawled back out to greet him.



After breaking a window to get in, Nani invited Mr. Bubbles inside. The house was quite a sight! Lilo was home alone, there were dishes overflowing in the sink, and there was a pot bubbling over with burning stew on the stove. "In case you're wondering, this did not go well," Mr. Bubbles told Nani. "You have three days to change my mind."

Later, Nani tried to cheer Lilo up after Mr. Bubbles's visit. They were sisters, and they only had each other.

"People treat me different," Lilo told Nani.

"They just don't know what to say," Nani replied. Nani promised that she would stop yelling at Lilo if Lilo would stop fighting with her classmates, and they began to giggle together.

Just then, a bright green streak shot across the sky. Thinking it was a shooting star, Lilo pushed Nani out of the room so she could make a secret wish. "I need somebody to be my friend, someone who won't run away. Maybe send me an angel? The nicest angel you have," Lilo wished.

But that was not a star at all. It was Experiment 626's ship falling to Earth! He emerged from the rubble and scurried onto a road only to be run over by two trucks. The truck drivers, assuming he was a dog, took him to an animal shelter to recover.



The next day, Nani and Lilo visited the animal shelter. While they looked around, Experiment 626 tried to escape, but secret agents from planet Turo had tracked him and were waiting there to capture him.

Frightened, he ran back inside. Just then, Experiment 626 saw a sign that read ADOPT TODAY, and began to hatch a different plan for escape.

Lilo walked to the back to visit with the dogs available for adoption. But the only one she saw was Experiment 626—the rest were afraid of him! Experiment 626 rushed over to hug Lilo.



Even though Nani wanted her to choose another dog, Lilo insisted that he was perfect and decided to name him Stitch.

That night, Nani went to work at the restaurant. Lilo went along and sat drawing at a table with Stitch.

In disguises at the next table, the alien spies watched them. They tried to lure Stitch into a bag, but Stitch caused a scene instead. Unfortunately, Nani's boss fired her on the spot because of Stitch. Nani, Lilo, and Stitch went home, upset.





Angry, Nani insisted they take Stitch back to the shelter in the morning. "Dad said *'ohana* means family! Family means nobody gets left behind or forgotten," Lilo said. Nani agreed to let him stay.

At bedtime, Lilo found a book called *The Ugly Duckling*, a story of a little duck who was sad because nobody wanted him. But then the duckling's family found him, and the ugly duckling was happy, because he knew where he belonged. Even though Stitch was destructive, he wished he had somewhere to belong, too.

The next day, Nani's friend David found the three of them sadly sitting on the beach. Nani had almost gotten three jobs, but Stitch ruined it each time. David suggested they go surfing. The four of them paddled out to enjoy the ocean. However, the alien spies were still tracking down Stitch. They almost got Stitch along with Lilo! Nani and David rescued Lilo and Stitch just in time.

But Mr. Bubbles arrived to see the whole mess. He decided that he would take Lilo away to a new family.





When Nani and Lilo returned home, they were both very sad.

Later, Lilo told Stitch that she knew he only wrecked things because he missed his family. He decided that he would leave rather than ruin anything else, and quietly wriggled off into the night with *The Ugly Duckling* tucked under his arm.

Alone in the forest, Stitch opened the book to the page on which the ugly duckling could not find his family. "Lost," he whispered sadly.



The next morning, Lilo was upset to find Stitch missing. Just then, there was a knock at the door, and David said he had found a job for Nani at last! Nani and David rushed off. It was their last chance to keep Nani and Lilo together!

While they were gone, though, the alien spies tried to get Stitch. Luckily, Lilo came to the rescue. Lilo and Stitch worked together to fight the aliens, destroying the entire house at the same time! Lilo called Mr. Bubbles for help and he hurried over.





Happy to have gotten the job, Nani headed back home just in time to see Mr. Bubbles preparing to take Lilo away forever. While they argued, Lilo slipped away into the nearby forest.

There, she found Stitch with the family photo she kept under her pillow. Lilo told him, "You ruined everything."

Suddenly, a net fell from the sky and captured them both. It was Captain Gantu! Stitch escaped, but Lilo was trapped on the ship!

Then the original alien spies ambushed Stitch. Nani asked them for help. Stitch convinced them to help by repeating what Lilo had told him: "*'Ohana* means family. Family means nobody gets left behind . . . or forgotten."



They all piled into the spaceship and sped away, soon catching up to Captain Gantu. The ship twisted and turned through the air. Suddenly, Stitch had an idea. He jumped down to the ground, gained control of a truck, and drove it into a volcano. The gas and the fire propelled him up into Captain Gantu's ship, where he was able to destroy it, saving Lilo at the last second.



On land, Mr. Bubbles, the Grand Councilwoman from space, and the two alien spies were waiting for them to arrive, ready to force Stitch to go back to planet Turo. But Stitch said, "This is my family. I found it on my own. It is little and broken, but still good." Lilo showed Stitch's ownership papers from the shelter to prove he belonged with her, and the Grand Councilwoman decided to sentence Stitch to life in exile on Earth with Lilo as his caretaker. They lived happily ever after as a family: little and broken, but still good.



Disney

Sleeping Beauty



Once upon a time, in a faraway land, there lived a king and queen. They longed to have a child and, after years of waiting, their wish came true. Their daughter was born. They named her Aurora after the dawn, because she filled their lives with sunshine.



To celebrate her birth, the happy king and queen declared a holiday. Guests traveled from near and far to visit the tiny princess, including three good fairies named Flora, Fauna, and Merryweather.

Each fairy would bless the princess with a single, magical gift. Flora blessed the child with beauty. Fauna gave the gift of song. But before Merryweather could cast her spell, a gust of wind blew through the great hall.

In a flash of lightning, a dark figure appeared. It was the evil fairy Maleficent, who was furious that she was not invited to the party.

"I, too, have a gift to bestow on the child," she said with a wicked grin. "Before the sun sets on her sixteenth birthday, she shall prick her finger on the spindle of a spinning wheel and die!" And with that, she disappeared in a burst of green smoke.

The king and his queen were panic-stricken. Flora tried to calm them. "Don't despair," she said. "Merryweather still has her gift to give."



Although her magic was not strong enough to undo the curse, Merryweather did have the power to help.

And so, with a wave of her magic wand, Merryweather declared, "Not in death, but just in sleep the fateful prophecy you'll keep. From this slumber you shall wake, when True Love's Kiss the spell shall break."

Still, the fairies thought, perhaps there was an even better way to save the princess from the curse. What if they pretended to be peasant women and raised the princess as their own in a secret, far-off place for sixteen years? If Maleficent could not find Aurora, how could she harm her?

The rueful king and queen sadly agreed, knowing it was the only way they could protect their daughter from Maleficent. They watched with heavy hearts as the fairies changed themselves into humans and disappeared into the night with the princess.





By morning, the fairies and the princess arrived at an old cottage deep in the woods, which became their home. The fairies stopped using magic and pretended to be Aurora's aunts. They called her Briar Rose, so no one would learn of her true identity. That would keep her safe from Maleficent.

The years passed quickly, and before the fairies knew it, Briar Rose's sixteenth birthday had arrived. To celebrate, the fairies planned a surprise—they would make the girl a beautiful dress and a delicious cake! But first they had to get her out of the cottage, so they sent her to pick berries.

Briar Rose enjoyed strolling through the woods. As she walked, she sang to the forest animals who had become her friends, all the while dreaming of a tall, handsome prince.

Little did she know that a real prince just happened to be riding through the forest that very morning.

"Hear that?" the prince said to his horse, Samson. The sound of Briar Rose's sweet voice had drifted over to him. The prince was enchanted—he had to find out where it was coming from!

Eagerly, he urged his horse into a gallop—but as Samson leaped over a log, the prince fell off. He landed in a creek with a most undignified splash.

"No carrots for you!" he scolded as he climbed out of the water. He laid his hat, cape, and boots out to dry. At the same time, he couldn't help but wonder about the voice he'd heard. It was almost too beautiful to be real.

"Maybe it was some mysterious being," he said, "a wood sprite, or a—"

But his thoughts were interrupted by the shocking sight of his wet clothes beginning to fly and hop away. Briar Rose's animal friends were stealing them!



"Why, it's my dream prince!" Briar Rose declared when the rabbits and birds appeared before her, dressed in the stolen clothes. "You know, I'm really not supposed to speak to strangers, but we have met before." And while the real prince looked on, hidden behind a nearby tree, Briar Rose began to sing and dance with her dressed-up forest friends.



As Briar Rose turned away, the real prince quickly stepped in. When he began to sing with her, she spun around.

"Oh!" she gasped. Her three aunts were always warning her to stay away from strangers . . . and yet there was something so familiar about him. She couldn't help but feel that they had met before.

Long into the afternoon, Briar Rose and the prince sang and danced together, and before either one could help it, they had fallen in love.



When Briar Rose finally returned to the surprise party that awaited her at the cottage, it was her aunts who were most surprised.

"This is the happiest day of my life," Briar Rose said with a sigh. Then she told them about the young man she'd just met, and how she'd invited him to the cottage that evening.

"This is terrible," moaned Flora. "You must never see that young man again." She explained to Briar Rose that she was already betrothed—and had been since birth—to a young prince named Phillip.

"But how could I marry a prince?" Briar Rose asked. "I'd have to be . . ."

". . . a princess," Merryweather finished.

The fairies then told Briar Rose about her real parents and her real name. Flora, Fauna, and Merryweather changed themselves back into fairies, wrapped the princess in a cloak, and set off for the palace immediately.





They arrived at the castle just as the sun began to set. The poor princess was so sad about not being able to see the young man from the forest again that the fairies left her for a moment so she could collect herself. As soon as they were gone, a wisp of green smoke appeared and lured Aurora up a tower to a hidden room.

Slowly, the smoke took the form of a spindle, and Maleficent's voice filled the air. "Touch the spindle!" she ordered. Aurora pricked her finger on the spinning wheel and fell into a deep sleep. The only thing that could save her was True Love's Kiss.

Unfortunately, Maleficent had locked the prince in her dungeon. The good fairies found him and discovered that he was Prince Phillip, the same prince who was betrothed to Aurora! They gave him enchanted weapons to fight Maleficent. Though the evil fairy changed herself into a fierce dragon, she was no match for the prince's bravery—or his magic sword and shield. He soon defeated her.

Prince Phillip raced to the palace and knelt beside the sleeping beauty. Ever so gently, he kissed her on the lips. He sighed with relief as she opened her eyes and smiled at him.

Soon a grand, joyous wedding was announced. True love had conquered all!



Disney

Tangled





Once upon a time, in a land far away, a single drop of sunlight fell. It grew into a magic golden flower that could heal anyone. In the kingdom, the Queen was going to have a baby, but she was sick. The King sent his men to search for the magic flower to heal her.

The King's men found it, and the Queen was healed. The golden-haired baby princess, Rapunzel, inherited the power of the flower. The King launched lanterns into the sky to celebrate.

One night, Mother Gothel, a woman who wanted to stay young forever, kidnapped Rapunzel to possess her magic. The King and Queen searched and searched, but they couldn't find the princess.

Mother Gothel had hidden her in a tower, where she could keep her forever and use her magical hair to stay young.

As Rapunzel grew, her hair got longer, and Mother Gothel used it to climb up and down the tower. Rapunzel was not allowed to leave the tower. Mother Gothel told her the world was full of wicked people.

So Rapunzel spent her days with her chameleon, Pascal, waiting for the day she could go outside. She dreamed of seeing up close the lanterns that passed through the sky on her birthday every year.

When it was almost Rapunzel's eighteenth birthday, she blurted out to Mother Gothel, "I want to see the floating lights. I have to know what they are." But Mother Gothel teased her and coldly told her that she could never leave the tower.



Meanwhile, in the kingdom's castle, Flynn Rider, a great thief, stole the King's crown. He ran away from the guards into the forest and left his partners in crime, the Stabbington brothers, with nothing. After facing many dangers, he stumbled upon Rapunzel's tower.





Curious, Flynn climbed higher and higher. But when he entered the tower, Rapunzel knocked him out with a frying pan—twice. Rapunzel found the crown Flynn had stolen and hid it away in her tower.

Just then, Mother Gothel returned and called, "Rapunzel! Let down your hair!" Rapunzel was in trouble! Luckily, she hid Flynn and tricked Mother Gothel into leaving for three days. Then it was time to face Flynn.

Rapunzel and Flynn made a deal: she'd give him the crown in exchange for a trip to see the lanterns.



Rapunzel took her first step outside to fulfill her dream of seeing the lanterns up close.

She cried out excitedly, "I can't believe I did this!"

Unfortunately, Mother Gothel soon found out about Rapunzel's escape and plotted to bring her back to the tower.

Meanwhile, Rapunzel and Flynn came upon a place called the Snuggly Duckling and met a band of ruffians. The ruffians recognized Flynn from a poster and wanted to turn him in. But she pleaded for them to return Flynn: "Haven't you ever had a dream?"

Rapunzel won over the ruffians. They sang together and shared their dreams.





Suddenly, the King's guards, led by Maximus, the captain's horse, burst in, looking for Flynn.

The ruffians helped Rapunzel and Flynn escape through a trapdoor into a tunnel. They told Rapunzel to live her dream.

Maximus led the guards to Flynn. Rapunzel and Flynn ran through the tunnel followed by the guards and Maximus.

The tunnel emptied into a dammed canyon. They seemed to be trapped, but Rapunzel used her hair to catapult them to safety.

Soon Maximus broke the dam. Rapunzel and Flynn took shelter in a cave to escape the flood of water. But boulders covered the entrance, and water quickly filled the cave. Everything seemed lost.

As the water rose, Flynn told Rapunzel he was an orphan named Eugene Fitzherbert, and Rapunzel told Flynn she had magical hair that glowed when she sang.

Guided by her bright hair, Flynn moved the boulders, and they found a way out.

That night, Flynn and Rapunzel made camp and sat by a fire. But Flynn had hurt his hand during their escape. Rapunzel used her hair's magic powers to heal the cut.





When Flynn went to gather wood, Mother Gothel appeared before Rapunzel and tried to convince her to go back to the tower.

Rapunzel told Mother Gothel she had found someone and wanted to continue on her journey, but Mother Gothel laughed and told her to test Flynn's loyalty by giving him the crown. She reminded Rapunzel that the world was full of wicked people. With that, Mother Gothel disappeared into the woods. She met up with the Stabbington brothers, who were helping her get Rapunzel back.

The next morning, Maximus charged into the camp after Flynn, but Rapunzel asked him to let Flynn remain free until her birthday was over.

Rapunzel and Flynn finally made it to the kingdom. Rapunzel heard the ringing of bells and saw the kingdom bustling with life. She loved every minute of it and even got her hair decorated with flowers.



She danced and celebrated alongside Flynn. At last, Flynn and Rapunzel took a boat on the lake and saw the floating lights. Rapunzel gave Flynn the crown as a gift, because she believed in him. But he no longer wanted it. Flynn knew he had found his dream and he was meant to be with Rapunzel.

Just as they were about to kiss, Flynn saw the Stabbingtons and went to give them the crown to be free of his life of crime. But the brothers caught him and tied him up. Then they moved to take Rapunzel away.

As Rapunzel ran, she tripped and fell. Then she heard a thump. Mother Gothel had knocked out the bandit brothers. She convinced Rapunzel that Flynn had betrayed her. Heartbroken, Rapunzel agreed to return with Mother Gothel to the tower.





Both Rapunzel and Flynn had been tricked. Flynn awoke on a ship heading toward the King's guards, who arrested him on the spot.

Meanwhile, Rapunzel lay in bed, gazing at the small kingdom flag in her hand and then at her paintings. Suddenly, she realized the shocking truth.

Rapunzel confronted Mother Gothel. "I'm the lost princess," she declared. She knew Mother Gothel was wrong about the world and about Flynn.

As Flynn struggled against the guards, the Stabbington brothers confessed that Mother Gothel had tricked them into helping her. Flynn realized he had to save Rapunzel—and himself. Luckily, Maximus and the ruffians from earlier guided Flynn out of the castle. Flynn rushed to Rapunzel's tower.

Flynn pleaded, "Rapunzel, let down your hair." But Mother Gothel had tied up Rapunzel, and she struck Flynn when he climbed into the tower.



Rapunzel promised Mother Gothel she would stay with her if she could heal Flynn. She would sacrifice her freedom for true love.

Rapunzel and Flynn were together for one last time.

As she moved to heal him, Flynn cut Rapunzel's hair, which caused the magic in her hair to disappear.

At the loss of Rapunzel's magic, Mother Gothel turned into an old woman and tumbled over the edge of the tower. With his last breath, Flynn told Rapunzel, "You are my new dream," and she told him, "You are mine." As Flynn fell quiet, Rapunzel cried over him.





When a teardrop fell onto Flynn's cheek, the magic of her teardrop healed him.

Rapunzel returned home to her true family and was able to be held by her mother and father. The Queen pulled Flynn into the family hug, and Flynn felt for the first time that he had a home as well.

With the lost princess returned, it was proved that dreams really do come true, no matter how big or small. Rapunzel finally saw the floating lights, Flynn found a true home, and the royal family was finally together again. Rapunzel led her kingdom gracefully, and she and Flynn lived happily ever after.



Disney

THE LITTLE MERMAID





From deep underwater, a mermaid named Ariel noticed a ship sailing by above. Her father, King Triton, had warned her many times not to go to the ocean's surface. He thought humans were dangerous. But Ariel was fascinated by them: she even had a secret grotto where she kept a collection of human-made treasures such as candlesticks and pitchers.

Sebastian, a crab who was the king's adviser, noticed the mermaid swimming to the surface. He called to her, but she ignored him. She wanted to know what was happening on the ship.

At the surface, she saw a man being presented with a statue. The other sailors called him Prince Eric.

Ariel sighed. The prince was incredibly handsome. And the statue looked just like him.

Suddenly, the clouds in front of the moon thickened. A strong wind blew across the ocean and lightning crackled in the sky.

"Hurricane a-comin'!" a sailor shouted.

Waves washed over the deck, and the ship was tossed on the sea. Lightning struck the main mast and sent it crashing to the deck in flames. Soon the whole ship was on fire. Then it exploded and Prince Eric was thrown overboard!

Ariel swam toward the wreck. She had to find the prince and save him! She spotted him floating on a plank of wood. Just then, he slipped off the board and sank beneath the waves. Ariel dived after him and used all her strength to pull him to the surface.





Before long, the sky cleared and Ariel dragged the prince onto the beach. She watched over him, concerned. "He's so beautiful," she whispered. Then she began to sing to him. Eric's eyes opened, and he caught sight of Ariel. But a second later, she was gone.

She had returned to the ocean so he wouldn't find out that she was a mermaid.

Later, the prince made his way back to the palace. "A girl rescued me," he told his friend Grimsby. "She was singing. She had the most beautiful voice."

Meanwhile, beneath the waves, Ariel was thinking about Eric, too. She daydreamed and planned ways to see him again. The little mermaid was in love.

Flounder, a blue-and-yellow fish who was Ariel's best friend, led her to the grotto to show her a surprise—it was the statue of Eric!

"Oh, Flounder," Ariel cried. "You're the best!"

Ariel only had a few moments to admire the statue before her father stormed in. He had found out that Ariel had been to the surface, and he was furious!

"Contact between the human world and the merworld is strictly forbidden," he scolded her. King Triton lifted his trident and took aim at the man-made objects.

"Daddy, no!" Ariel cried.

A golden ray shot out from the trident and destroyed a globe.

Another blast shattered a candelabrum, then a painting and some books. Finally, Triton turned his trident on the statue, which exploded into pieces.

Ariel burst into tears. Her father didn't seem to understand how important these things were to her. "Just go away!" she said.

Ariel was hurt that her father had destroyed her treasures. She knew he would never allow her to see Eric. So she decided to go see Ursula, the sea witch.



Ursula made a bargain with the mermaid. She would give Ariel legs for three days. During that time, Ariel had to get Eric to fall in love with her. If he kissed her, she would remain human, but if not, she would turn back into a mermaid—and belong to Ursula for the rest of her life.



"You can't get something for nothing," the sea witch told her. "What I want from you is your voice!"

Ursula took Ariel's voice and put it in her shell necklace. The mermaid would have to get Eric to kiss her without even speaking to him!

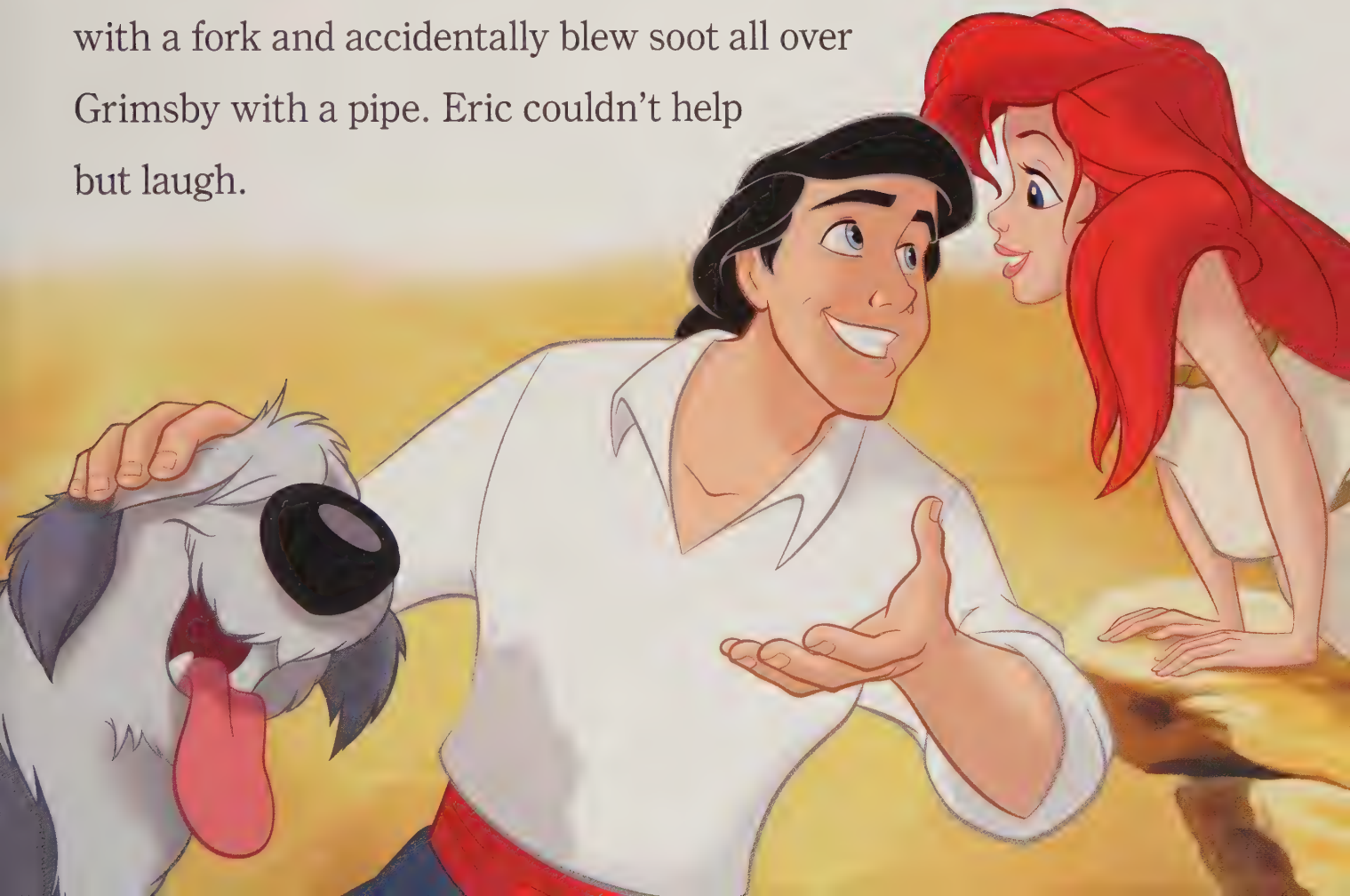
Now human, Ariel swam to the beach. Her friend Scuttle the seagull found a ship's sail and some rope and made her a dress.

Soon Eric discovered her.

"You seem very familiar to me," he said. "Have we met?"

For a moment, Eric thought she had rescued him from the shipwreck, but then he realized she was unable to speak. "Then you couldn't be who I thought," he said, disappointed.

But he took Ariel back to his castle anyway. She tried to adjust to life on land, but everything was so strange! She combed her hair with a fork and accidentally blew soot all over Grimsby with a pipe. Eric couldn't help but laugh.



Grimsby was glad to see the prince enjoying himself. "You know, Eric, perhaps our young guest might enjoy seeing some of the sights of the kingdom," he suggested.

"It's not a bad idea." The prince turned to Ariel. "Well, what do you say? Would you like to join me on a tour of my kingdom tomorrow?"

She nodded happily. It was like a dream come true.

The next morning, the two of them set off in the royal carriage. Ariel was thrilled. The world around her was so exciting and new!

She and Eric stopped for a puppet show in town. Ariel got a new hat, two loaves of bread, boots, and some flowers. A few hours later, they climbed back into the carriage. After Eric had been driving awhile, Ariel took the reins. She snapped them sharply, and the horse took off!

Ariel loved being human, and Eric was enchanted by her.



On a rowboat in a quiet lagoon, Ariel and Eric watched the sun set.

"I feel bad not knowing your name," Eric said. "Maybe I could guess. Is it Mildred? Diana?"

Ariel shook her head. Then Sebastian, who was keeping a close eye on the king's daughter, went to the side of the rowboat and whispered her name into Eric's ear.

"Ariel?" the prince asked.

She nodded and took his hand. Eric leaned in. Ariel closed her eyes, and . . .



Splash!

Eric and Ariel toppled into the water. Ursula had sent her pet eels to overturn the boat. The sea witch would do whatever she could to keep the two from kissing!



"Whoa! Hang on. I've got you." Eric pulled Ariel back into the boat. But the romantic moment had passed.

That night, Eric heard the voice of the girl who'd rescued him. He went to find her and soon he had—she was named Vanessa. But the girl was really Ursula in disguise using Ariel's voice to trick the prince into falling in love with her.

By the next morning, word had spread around the kingdom. Eric was getting married—to Vanessa!

Ariel watched, heartbroken, as the wedding ship set sail. She never got to kiss Eric, and that night he would marry another girl.

Then her friends brought terrible news. They had discovered that Vanessa was really Ursula!

Ariel knew she had to stop the wedding. She jumped into the water, but without her tail she didn't know how to swim. Flounder pulled her along as she floated on some barrels.

Just as Ariel reached the ship, Scuttle pulled at the shell necklace holding her voice. It fell from Vanessa's neck and broke. Ariel's voice returned to her. "Eric?" she asked.

"Ariel?" Eric said. "It was you all the time!"

He moved toward her to give her a kiss . . . but it was too late! The sun set and Ariel became a mermaid again. Ursula pulled her into the water.

"I lost her once. I'm not going to lose her again!" Eric cried. He battled the powerful sea witch and destroyed her.



Afterward, the prince lay on the shore, exhausted. Ariel watched him from afar. King Triton surfaced and looked at his daughter. He realized how much she loved Eric. Happily, he granted Ariel her greatest wish—he gave her legs, so she could be human.

Ariel was thrilled. She and Eric were married immediately. And when they kissed, it was a kiss of true love, joining them together, forever.



Walt Disney

Snow White

AND THE SEVEN DWARFS



Once upon a time, there lived a lovely princess named Snow White. Her wicked stepmother, the Queen, dreaded that someday Snow White would be more beautiful than she was.

Every day, the Queen asked her magic mirror, "Who is the fairest one of all?" And every day the mirror replied, "You are."



But one day, the mirror gave a different answer. "Snow White," it said.

The Queen was enraged. She ordered the royal huntsman to take Snow White into the woods and kill her.



With Snow White dead, the Queen would be the most beautiful woman in the kingdom again. But the Huntsman couldn't bring himself to harm Snow White. When they got to the forest, he told the princess how much the Queen hated her. "Run away," he told her. "Hide."

Snow White turned and ran away as quickly as she could.

But the woods were scary. Branches seemed to reach for her, and roots tripped her. She felt as if eyes were staring at her from the darkness. Snow White screamed. Then she fell and buried her head in fear.

In the morning, Snow White lifted her head. She saw eyes watching her, but this time they were the friendly eyes of bunnies, deer, chipmunks, birds, and raccoons. Snow White was glad she wasn't alone anymore. "Please don't run away," she said. "I won't hurt you."

Snow White knew she could never return to the castle. What would she do? Where would she go? *Maybe the animals can help me,* she thought.

"I need a place to sleep at night," she said. The animals looked at each other. The birds took her cape in their beaks and guided her forward. Soon they came to a clearing in the woods. Beneath the trees stood a charming little cottage.

"Just like a dollhouse!" Snow White cried. She peeked in the window. No one was home. The animals nodded at her, seeming to say it was all right for her to go inside.





Snow White pushed the door open. Inside the cottage, dishes were piled high in the sink and clothes were tossed about. The floor hadn't been swept in ages. Snow White counted the tiny chairs at the table and decided seven children must live in the cottage. "Seven untidy children," she said with a shake of her head.

Snow White grabbed a broom. "We'll clean the house and surprise them," she said to the animals. "Then maybe they'll let me stay."

She started to sweep, singing all the while. The raccoons washed clothes, the deer dusted, and the chipmunks tidied. In no time, the room was spotless.

After the cleaning was done, Snow White became curious about the rest of the cottage. "Let's see what's up the stairs," she said. She lit a candle and climbed up the steps. At the top was a door. Snow White went into a room with seven little beds. Each bed had a name carved on it.

"Doc, Happy, Sneezy, Dopey," Snow White said with a laugh. "What funny names for children!" She read on. "Grumpy, Bashful, and Sleepy."

By then, Snow White was feeling awfully sleepy herself. She lay down across three of the small beds. The birds covered her with a blanket, and minutes later the princess was fast asleep.



Before long, the owners of the cottage returned. They were not children at all—they were Dwarfs.

When they opened the door, they couldn't believe their eyes! "The whole house is clean!" Doc exclaimed. Nervously, the Dwarfs tiptoed upstairs. An intruder was in their house!

They went in, and Doc slowly pulled away the blanket that had been covering Snow White.

"Why, it's a girl!" he cried.

"All females are poison!" Grumpy insisted.

As Snow White began to wake up, the nervous Dwarfs hid. They peeked at her over the footboards.

The princess yawned and sat up. Startled, she caught sight of the Dwarfs' faces. "Oh, you're little men!" she cried. "Now don't tell me who you are. Let me guess." One by one, she matched the names on the beds to the Dwarfs. She got all of them right on the first try.


SNEEZY

Snow White told the Dwarfs how she had run through the woods and how the Queen wanted to kill her.

"She won't find me here," the princess promised. "I'll wash and keep house and cook. . . ."

The Dwarfs imagined the apple dumplings and gooseberry pies that Snow White could make. "She stays!" they agreed.

That night, after a delicious dinner, the Dwarfs and Snow White yodeled and sang. Then she danced with her new friends. The Dwarfs had never had so much fun or laughed so hard!

When they stopped singing and dancing, Sleepy turned to Snow White. "Tell us a story," he said.

Snow White told them about a princess who had fallen in love with a prince she'd met at a wishing well. "Was it you?" they asked, and she nodded sighing dreamily. Her dearest wish was to see him again someday.

The Dwarfs let Snow White sleep in their beds.

In the morning, as the Dwarfs got ready to go to work, they worried about leaving Snow White alone.

"I'll be all right," Snow White said. Then she kissed each of the Dwarfs good-bye.





"I'm warnin' ya . . . don't let nobody or nothin' in the house!" Grumpy ordered.

That afternoon, forgetting Grumpy's warning, Snow White allowed a poor old woman into the house.

The woman gave her an apple, perfectly red and shiny. "Go on, have a bite," she urged. But the apple was not an ordinary apple, and the old woman was not an ordinary woman. She was the evil Queen in disguise, and the fruit had been poisoned!

Snow White's animal friends tried to warn her not to trust the woman, but she didn't understand. She reached out, raised the apple to her lips, and took a bite.

"Oh, I feel strange," she cried, and fell to the floor.

When the Dwarfs returned to the house, they found their friend and thought she was dead. They had no way of knowing that the spell the Queen had used was for a sleeping death, or that Love's First Kiss could wake up Snow White.

The Dwarfs built her a beautiful coffin and set it in the woods where all her animal friends could visit her.

One day, a prince came by—the same prince that Snow White had met by the wishing well! He gazed at the girl in the glass coffin and knew her as the princess he loved. The Prince lifted the glass lid, bent down, and kissed her.



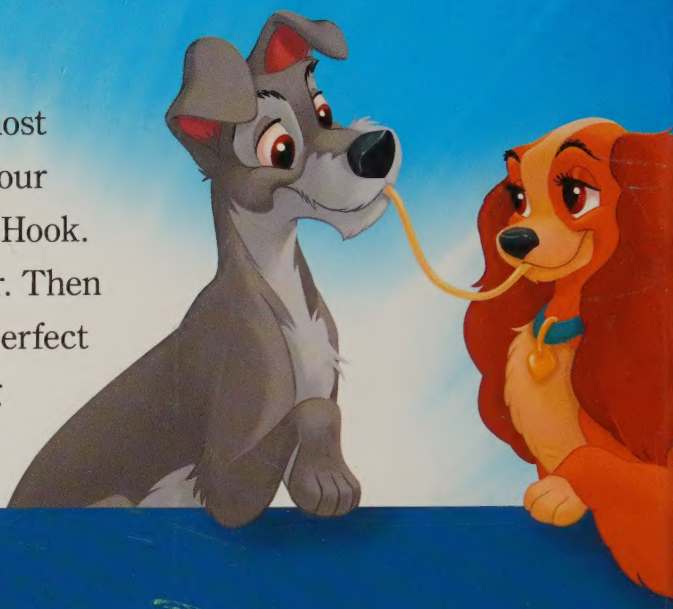
Slowly, she awakened. The Prince lifted her in his arms. Around them, the Dwarfs and animals danced and hugged and jumped for joy. Their friend was alive again—and her true love had found her!

"Good-bye," Snow White said and kissed each of the Dwarfs. She was leaving to marry the Prince, but she knew she would visit her good friends again soon.



la Feltrinelli

This volume captures the magic of eighteen of the most loved Disney films, from *Pinocchio* to *Frozen*! Keep your sword handy for a swashbuckling fight with Captain Hook. Join forces with the Genie and Aladdin to battle Jafar. Then learn what *'ohana* means with Lilo and Stitch. The perfect length for reading aloud, each tale features stunning images of the film's most memorable scenes.



Relive all your favorite Disney moments!



Disney PRESS

Visit www.disneybooks.com

ISBN 978-148471348-8

51699

9 781484 713488

P7-CZX-139

0515

© 2015 Disney Enterprises, Inc.